

DRAGON+

**FREE
D&D
SCENARIOS!**

**CUT OUT
& KEEP
SLOBBER-
CHOPS!**



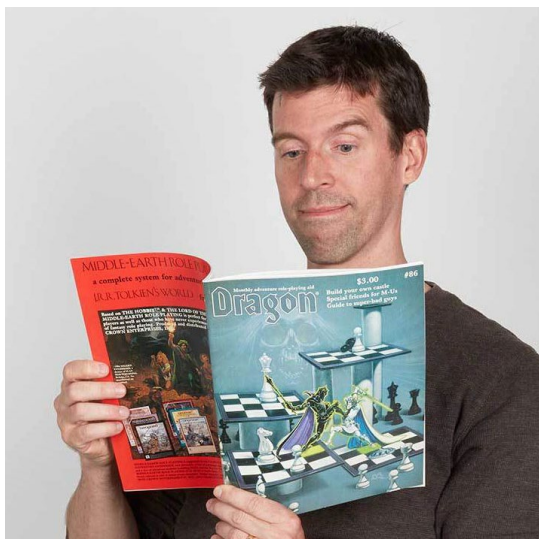
**CRAFTS
&
DOGS**

GARGANTUAN GIFT GUIDE!

DUNGEONS & DRAGONS®

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ISSUE 29



Welcome to Dragon+ Issue 29

It's the holiday season! And so we wish you a very happy holidays filled with dungeons, dragons, dogs, modrons, and so much more!



Imagining the Ampersand: Mazzmatazz

Knitting whiz Mazzmatazz brings inhabitants from the world of Dungeons & Dragons adorably to life. They tell Dragon+ about a D&D sub-class that's craftier than a kitsune rogue.



In the Works

Join our tour of the hot new products coming soon to a tabletop near you...

Cut Out And Keep Slobberchops

Some assembly required! Break out the safety scissors and a glue stick and build your very own tressym figure.



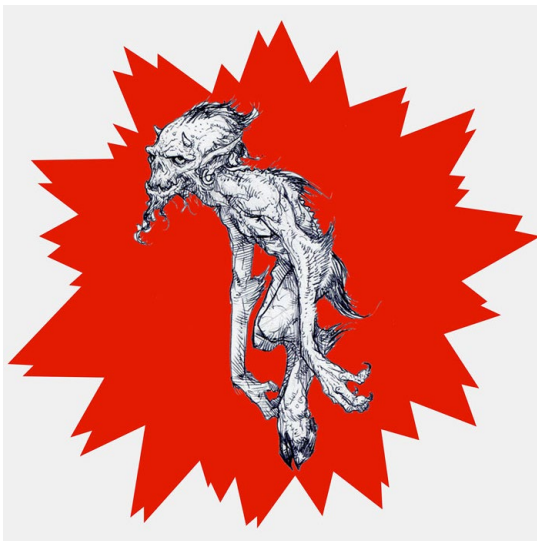
2019 Holiday Gift Guide

Give the gift of awesome with our indispensable guide to the best RPG holiday presents...



D&D Classics: 45th anniversary of Dungeons & Dragons

It's the 45th anniversary of Dungeons & Dragons—and so we look back at anniversary gifts, holiday wishes, and notable figures of lore in our latest Dragon Classics!



Creature Feature: Fiend Folio

Mike Mearls leads the project updating several creatures from the game's most famous folio of fiends!



The Best of the Dungeon Masters Guild

DMs Guild Adept Shawn Merwin highlights the creators who have been busier than Mammon's mint, crafting creatures, treasures, and encounters for the Nine Hells.



The Imminent Light A Baldur's Gate: Descent Into

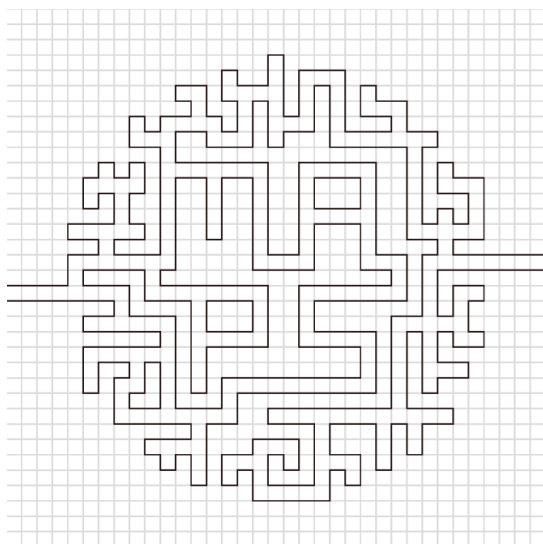


Unearthed Arcana: Class feature

Avernus side quest, connecting the Hellriders with the powerful artifact known as the Imminent Light....

variants

Sharing new playtest possibilities for every class in the Player's Handbook.



Maps of the Month:Extra Life 2019, Baldur's Gate, Avernus and Eberron

Starting from a nameless village, we head into a nearby bog... and descend into the temple laboratory of the great artificer, Thessalar!

Comic: Jason Thompson's Temple of Moloch

Enter a dungeon populated by owls, bears, and owlbears... not to mention alchemists, evil rangers, and the terrible, tentacled thessal-kraken!



Streaming Highlights

This issue's highlight reel includes the return of a celebrity DM, a newbie-friendly stream from Asmodee, and a rock god unboxing by Matthew Lillard.



Next Issue: Dragon+ 30

Fiendish etchings, hidden gold, and D&D in cool places when Dragon+ returns in 2020!



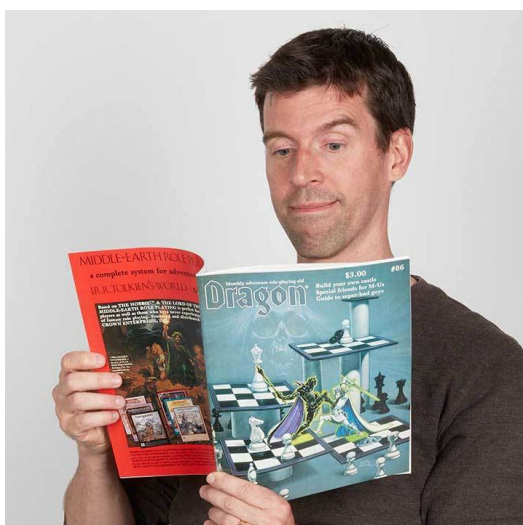
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DRAGON+ 29

Welcome to Dragon+ Issue 29

It's the holiday season! And so we wish you a very happy holidays filled with dungeons, dragons, dogs, modrons, and so much more!

Bart Carroll



Bart Carroll

Hi folks:

I wanted to start by sharing a deep and heartfelt thanks for the incredible effort put forth by the Dungeons & Dragons community. In 2018 the D&D Extra Life Team raised an astounding \$200k in support of Children's Miracle Network Hospitals. And for 2019, we set an even more ambitious goal of \$300k.

I am extremely pleased to announce that by year's end, we not only managed to meet but exceed this goal, with the **D&D Super Team** raising close to \$350k in donations! It's entirely due to the tremendous spirit of giving within the D&D community, whether you may have taken part by donating directly, creating content, running games, or spreading the word and helping raise awareness—it all went towards a truly worthy cause. Again, thank you.



As part of our overall holiday coverage this issue we'll look at some of the D&D Extra Life content which was created this year. For me personally, the holidays and Dungeons & Dragons will remain inexorably entwined. I've written before about receiving the D&D Red Box *Starter Set* one Christmas morning (back in the day), which helped propel my lifelong participation in the hobby. It's a holiday memory shared by a great many other people, I know.

Looking back, it also wasn't my only D&D holiday memory. There was the following year when I woke up in the middle of the night and peeked into the living room—and found the tree and presents all lit up and ready for Christmas morning... including a display of knock-off plastic D&D figures (from what I can research, produced by the now-defunct Dimensions for Children). Still, they looked enough like D&D minis, and I was thrilled.



Even better came the year I woke up to unwrap a copy of 1983's



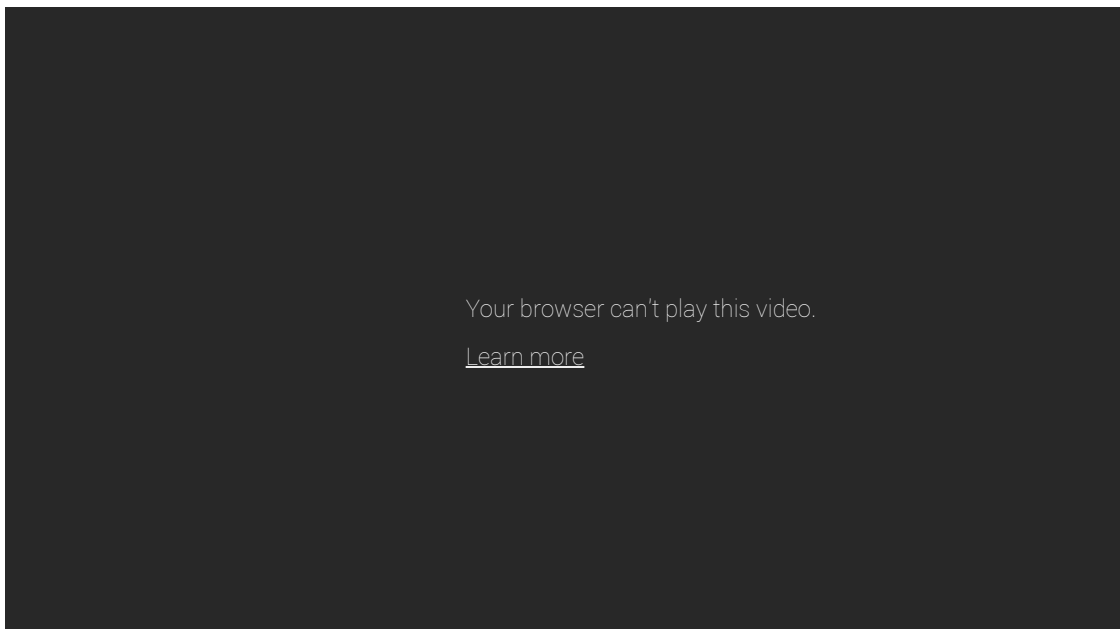
Monster Manual 2—which featured a number of new creatures to add to the menagerie of my D&D imagination, including the very odd modrons (it would be a few more years until I grasped their inspiration, I believe, from Edwin Abbott’s *Flatland*).

The modrons were a far cry from the book’s more fearsome entries

(including its cover image), but—as with the flumph—have long held a special place in the hearts of many a D&D player. Including, they reveal, this issue’s cover artist, the amazing Mazzmatazz (with even more of their work described in our *About the Ampersand* section).



With that, I’d like to wish all *Dragon+* readers a very happy holidays! But before I go, I’d just like to share a few further images from our photoshoot for the cover (livestreamed in all its chaotic glory). After all, what’s even more delightful than a knitted modron? How about a pack of pooches exploring our livestream studio decorated in all sorts of knitted D&D goodness!



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Imagining the Ampersand: Mazzmatazz

Knitting whiz Mazzmatazz brings inhabitants from the world of Dungeons & Dragons adorably to life. They tell *Dragon+* about a D&D sub-class that's craftier than a kitsune rogue.

Here's one for the *Unearthed Arcana* team to get their heads around: a sub-class which brings inanimate objects magically to life. Utilizing two wand-like implements to conjure these creatures from balled strands of material, you might call them a "knitcromancer". "I coined that term!" UK-based creator Mazzmatazz tells *Dragon+*, as they sip a hot chocolate in London's Borough Market. "I like messing around with words and I enjoy

making portmanteaus for the fun of it.”

The natural environment for such a sub-class would undoubtedly be an Aladdin’s cave of different materials. The storage of these crafting supplies would create something that sounds like a *Magic: The Gathering* artifact creature: a wall of wool.

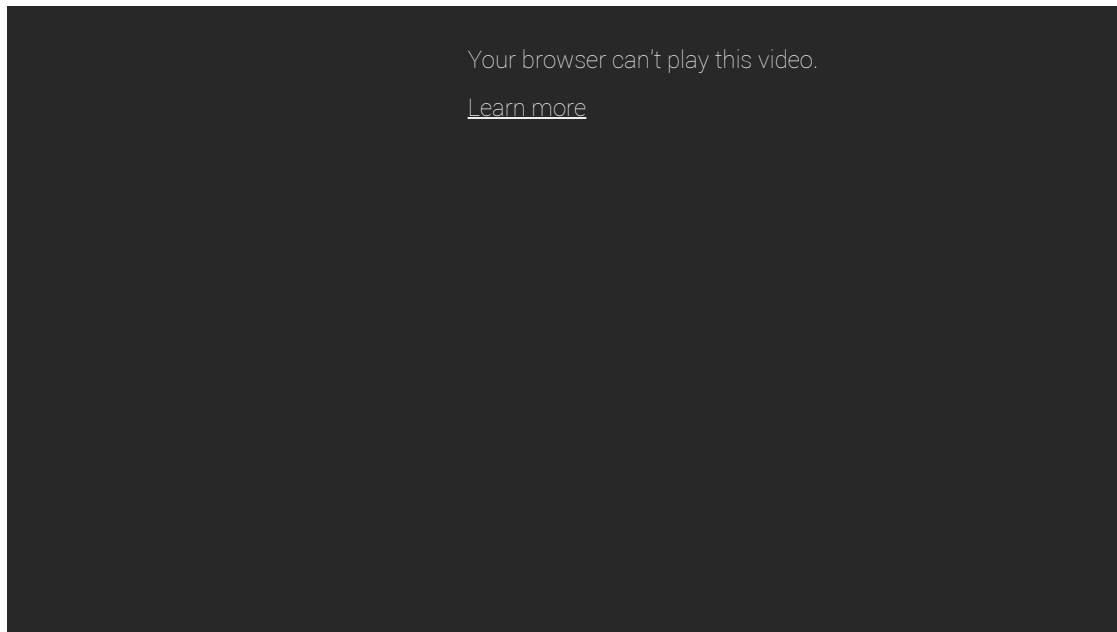


“I’ve got crafting gear stashed in so many different places. I’ve got plastic drawers, I’ve got buckets of wool, I’ve got crates with fabric in,” Mazzmatazz says and their partner Jon confirms it with a nod. “All my craft stuff has to share with Jon’s music stuff. Thankfully it’s a big room but it’s sort of like our craft room/studio.



“I have a very bad habit of saying, ‘I’m not going to buy any more wool’ and then going to a knitting and stitching show and seeing something like a rainbow color. I’ll buy one roll of that because I really like it. Then I’ll decide to make something with it and realize I don’t actually have enough of it to make anything. I’ve got loads of

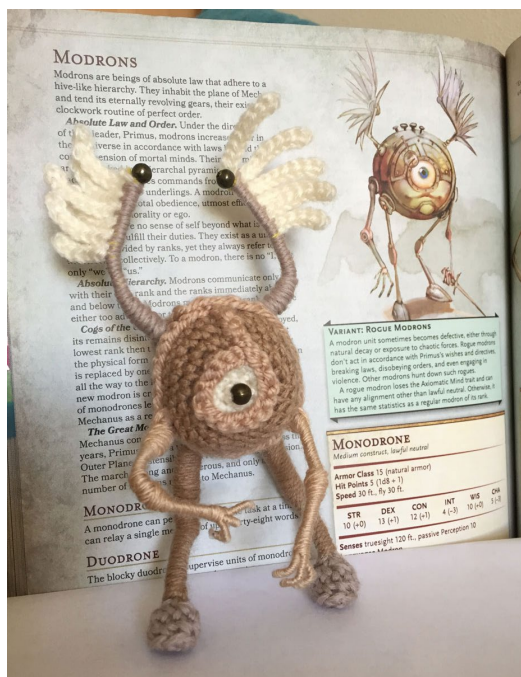
individual rainbow balls now and there's nothing I can do with them because I've only got one of each of them!"



Did your knitting start with the traditional scarves and sweaters, and follow a slow progression towards monsters and characters? Or did you go straight into those D&D creations?

I've been knitting and crocheting for more than thirty years—I asked my mom and she confirmed I started when I was about six. I first started making things from D&D because we started playing it as a family. Fran, John's brother's wife, played 3.5 and was telling me how much she liked her paladin and was missing playing. I decided we needed to learn to play this game so I bought the *Starter Set*, slammed it down on the table and said, 'We're playing this now!' Everyone picked something out of the box and started making it their own because we had no idea how to build the characters. I just opened the book and said, 'Let's go.' We didn't even know what a Perception check was!

After about three months, I got the *Monster Manual* and was looking through it. That's my thing: I'll see something and think, 'I really like that and I need to make it.' I could immediately see how it would work to make some of the creatures. The first one I made



was amodron. I wrapped wire around it for the legs and I made these little wings. Of the early things I made, that was the one I held onto the longest but **Todd Kenreck** owns it now. I gave it to him because he is the one person I know who loves modrons as much

as I do.

How quickly did people start to see and share your work? It was thanks to that modron! I posted it on **Twitter** and Chris Perkins, who also likes modrons, retweeted it. And then everyone else picked up on it from there. I was creating one a day or one every other day because they were quite small and quick to produce. That's how it all got going.

You've created a few characters from streams. Is that fun to do? It's like tiny cosplay, I love it. The Strix I made for Holly Conrad was huge, it was about two feet tall. I got her inventory list and I made every single thing on that list. I bound tiny books and there were bottles hanging off it. I did make K'thriss from the **C-team**'s head but I've never finished it. I know that Jerry Holkins saw that and said it was amazing. I've got Rosie's head as well—they're both in a box! I've never gotten around to finishing them.

You also take commissions from individuals. How does that work? I've had a few people who wanted their characters made. If you really love your D&D character, you'll get art and everything you can made for them. This is something a little different. People hit me up

on Twitter or email and if they've got references for a character, that's amazing. I'll look at what patterns will best achieve their aim and if I don't already have something that fits the bill, I'll buy a pattern. I've got a good idea of roughly how long the work will take, based on the size.



My favorite was a person who asked me to make their rogue and sent me tons and tons of art. It was amazing how much art they had. But that was really good because I could then go hard on dressing it. I made a headscarf, swords and full leather armor—I used fake leather and also made these amazing little boots. It looked like the pictures they had provided and they were so happy.

You've also been treating the D&D Team's four-legged friends....

I made Richard Whitters' dog Winston a Christmas sweater a couple of years ago, which had dice and treasure chests and things like that on it. I made one for Chris' dog Milo as well, and that had a big ampersand on it.

Can you talk us through the items you made for the *Dragon+* cover? Each of the crafts I do lends itself in different ways to what I'm trying to achieve. The *bag of holding* was knitted because I knew I was going to applique it and make layers and I didn't want it to be

really bulky. And I knew I wanted the ampersand to be crocheted so I pixelated the logo, because when I crochet my stitches are all square.



It took me something like three hours to make the chart for the ampersand. I put the D&D logo into Photoshop and reduced its size so it became pixelated when I blew it up. I still had to go around and block out the edges just to make sure it was all squares and not half squares, so I knew where I was going to have full stitches. You can

probably get a program to do that very easily for you but I sat there and did it by hand. I'm really proud of the results.



The picture of the *bag of holding* in the *Dungeon Master's Guide* is at an angle so I had to manipulate it in Photoshop until I had better perspective. I printed out and overlaid a grid and worked out how big each square was going to be. I then knitted them individually, shaping as I went along, before sewing the squares together. I did try knitting it as one piece to start with but it did not go well! It's trial and error sometimes.

When I sent the *bag of holding* to the office everyone on the team was like, 'We can't believe it's this big!' It's huge, like a proper satchel. And when you look inside it's got glitter fabric, so it looks like stars. And that's a tentacle hanging out of it, which has wiring inside so you can pose it.

There are also a couple of D&D classics. I made a mind flayer because that's me, and then the goblin is Emi [Tanji]. She likes goblins so I had to sneak one in.



Are people surprised when your work is posable?

Oh yeah! I even go as far as to make individual fingers posable. It takes time to do because you've got to make sure the wires are not going to poke out but it's worth doing. I think it really sets my work apart. I'm not only making stuffed things, they are like sculptures that can be posed.

Is there anything D&D-related you'd still like to make?

I haven't made a dragon yet, which is weird. I'd like to make a big one but that will take a lot of patience. Tiamat might be quite cool to make. It'd be interesting doing lots of colored heads.

You can see more of Mazzmatazz's work by visiting [their official website](#) and connect with them on [Twitter](#).



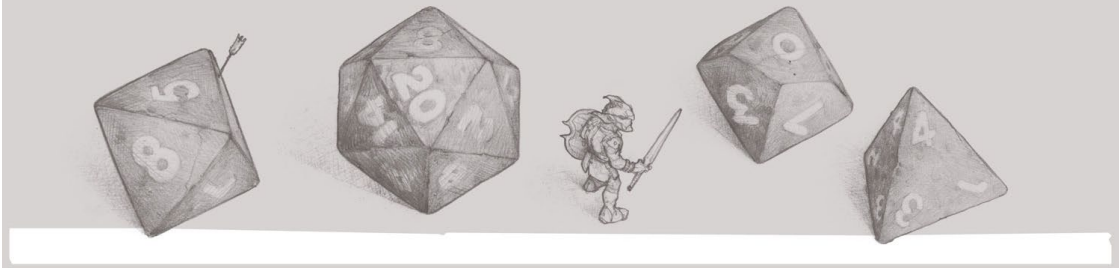
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PREVIEWS

IN THE WORKS



Dark Alliance



(Select to view)

If the trailer reveal for *Dark Alliance* came as something of a surprise when it aired during **The Game Awards** 2019, spare a thought for Jeff Hattem. Tuque Games' Head of Studio has been waiting six years to blast **Norwegian alt-rock** over images of battle and scream from the rooftops that he's working on Wizards of the Coast's first published D&D video game.


"I'm super excited to finally be announcing the game," he tells *Dragon+* after giving us a sneak peek at that trailer. "I originally approached people in 2013 to make this game, so it's been a long time coming. Finally, we get a chance to show the world what we've been working on."

Hattem reveals that at one stage he might have found himself announcing a game with a very different title. When his team were designing and building the video game they highlighted the four "Companions" made famous by author R.A. Salvatore in his Drizzt novels. So much so, the game actually took on the codename *Companions of the Hall*. Then the D&D Team got their first look at it and memories of *Baldur's Gate: Dark Alliance* started to fire.

"When we saw it, we thought it's the exact thing we remember from the PlayStation 2," says Nathan Stewart, Head of Franchise for Dungeons & Dragons. "We pulled out the PS2 and started playing *Baldur's Gate: Dark Alliance* and thought, 'It is *Dark Alliance*!' It was an easy decision to reboot the game as the spiritual successor to those previous games—it just so happens the characters you're playing are Wulfgar, Bruenor, Drizzt and Cattie-brie."

Your browser can't play this video.

[Learn more](#)



As the trailer and the series' previous instalments suggest, players can expect frantic action as they battle the humanoids and beasts that make Icewind Dale their home. Each of the four playable characters carries their signature weapons from the R.A. Salvatore tales: Drizzt is dual-wielding two scimitars; Wulfgar has a sturdy and colossal war hammer; Bruenor has his battle axe; and Cattie-brie has her trusty bow.

"I think it's pretty clear that our game starts when the Dungeon Master says, 'Roll for initiative.' It's throwing down with monsters, grabbing the good loot, and upgrading your character. That's where we shine and where we're trying to make something special," Hattem says.

"My favorite thing about the game is that we've designed it to be super accessible but also deep. Based on the fact each character has their signature weapons they all play completely differently from a combat perspective, so there's something for everybody.

"Each of the player characters also have their own charisma. That affects the aura they share with other characters and gives them buffs based on their proximity. It encourages players to stick together."

Yet *Dark Alliance*—as its name suggests—is not all about the Companions of the Hall. In the best stories, the hero is only ever as good as the villain and the Icewind Dale promises to provide some tough opposition. While the trailer shows Drizzt and his friends hacking and slashing their way through waves of those frost giants, goblins and gnolls, a lot of care has gone into creating those enemies.

"We put a lot of love into fully realizing the Icewind Dale environment and the monsters that live there. It's a harsh and dangerous place and we didn't want to simply plop down monsters so you can go and bash them," Hattem explains.

"Frost giants, goblins, and gnolls all have their own ways to survive there and we're bringing that to the forefront to give them some character. They might have their own rituals and ways of getting

power and that allows us to introduce them in interesting ways.”

In another throwback to the PS2 games, *Dark Alliance* will feature co-op gaming for up to four players. That will allow all four of the Companions to fight side-by-side, either online or locally on the same console or PC.

“What stands the test of time with the original *Dark Alliance* games—even though today’s games have a lot more bells and whistles and better performance—is that they were super fun to play with your friends sitting on the couch,” Hattem says.

“*Dark Alliance* offers gameplay that is reminiscent of classic couch co-op action RPGs that you’ll want to play over and over again with your friends. And that element of playing with your friends is what drives Dungeons & Dragons in general.”

Third-person action RPG *Dark Alliance* is coming to PC and consoles in Fall 2020. Visit [the official Dark Alliance website](#) to learn more.

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Dungeon Mayhem: Monster Madness



It may surprise the multitude of fans of the card game *Dungeon Mayhem* to learn that the D&D characters who are battling it out to

be the last player standing didn't originally have such defined personalities. The earliest version of Roscoe Wetlaufer and Jordan Comar's D&D brawler saw every player draw from the same deck of cards. When the duo started to work with Mike Mearls to develop the card game further, he pointed out that one of the things that makes D&D special is its classes.

The first set went on to include four decks, allowing players to access the skills and powers of the barbarian, paladin, rogue, and wizard classes. An expansion set added ranger Minsc (and his miniature giant space hamster companion Boo, of course), as well as druid Jaheira.



“As soon as we decided to add classes, the question was which ones to add first,” Wetlaufer tells *Dragon+* as he discusses the game’s development. “An early iteration of the game included a cleric, but *Dungeon Mayhem* is a game where you beat up your friends, not heal them, so that didn’t work.”

With one expansion under its belt, even discounting the cleric as an option would leave the core D&D classes of bard, fighter, monk, sorcerer, and warlock as potential choices for new *Dungeon Mayhem*

decks. Yet the team behind this light-hearted, family friendly game was determined to deliver something even more extraordinary.

“We all had more classes we wanted to add, but this was an opportunity to flip the game on its head. We asked ourselves, ‘What’s incredible about Dungeons & Dragons? What can we offer our cute, playful take on, which also has a lot of depth?’” Wetlaufer remembers.



MONSTER MASH

“We looked at the iconic creatures in the *Monster Manual* and realized we could have a ton of fun with them. A cutesy bard would be cool. But an adorable gelatinous cube that’s eating a gnome? There’s so much to work with there. The character names are also quite delightful.”

Dungeon Mayhem: Monster Madness adds six monsters, giving players six new decks to explore. They include red dragon Lord Cinderpuff, owlbear Hoots McGoots, mimic Mimi LeChaise, mind flayer Dr. Tentaculous, beholder Delilah Deathray, and gelatinous cube Blorp.

“One of the guiding lights of *Dungeon Mayhem* has been for it to be

lighthearted, quick and fun. As soon as we landed on monsters we realized that was a really good fit,” he says.

“There were some we really wanted to include as they were iconic to Dungeons & Dragons, such as the red dragon, the beholder and the gelatinous cube. And we wanted to include monsters we could do some really fun stuff with. For instance, the mimic is always something else in the game. Its cards have names such as, ‘Just a harmless pile of rocks’ or ‘A completely safe door.’ There are plenty of creatures in the *Monster Manual* that are scary, vicious or really intense, but we felt this pack had a lot of personality.”



CREATURE FEATURES

Expansion *Dungeon Mayhem: Battle for Baldur's Gate* didn't simply add two more decks, it also saw the introduction of new abilities. Players taking control of druid Jaheira could play certain cards which—among other things—allowed her to wild shape into a bear or a wolf. This upcoming expansion similarly includes new game mechanics to bring the abilities of these D&D monsters to life.

“In *Battle for Baldur's Gate*, we started down the road of players making animal noises as Jaheira. That was us putting our toe in the

water in terms of doing something wackier and we've expanded upon that. For example, the owlbear dances and other players can choose to dance along. A player might also choose to praise the beholder's greatness to avoid being smited by her rays," Wetlaufer explains.

"Some cards are also interactive. The dragon can strike a bargain with everyone at the table and each player can choose if they want to be a part of that deal. Meanwhile, the mind flayer is eating people's brains left and right and stealing people's cards, as the mimic copies other players' mighty powers—leading to some totally crazy situations."

That's not to say these new decks are more powerful than those in previous *Dungeon Mayhem* releases. The design team has put considerable effort into making sure all twelve available decks play well with each other.

"We've tested all of the decks together to make sure they are all balanced and that it's a seamless experience. If you're the mind flayer and stealing cards from the base game, the first expansion *and* these new decks, you can put together some crazy combos that will be totally fun but they're not going to break the game. We want players to be able to find new fun interactions such as Minsc and Boo battling a dragon!"



NEW RULES

Dungeon Mayhem was originally conceived as a game for two to four players, but when the *Battle for Baldur's Gate* expansion added two new decks the team was aware that players took advantage of that to expand the game up to six people. In order to ensure the extra players don't affect the frenetic gameplay, a few new rules will be added in *Monster Madness*.

"You can still play as usual if you have two to four players, but we've added new rules to make sure that playing with five or six players also works well," Wetlaufer confirms.

"First, we didn't want people to pick on one player. If you went around the table taking turns with an increased number of players, it might be possible for one player to be knocked out before they even get their turn. With that in mind, if you have more than four players our new rule is that you can only perform regular attacks on the players to your left and right. Your mighty powers can still target any player, but attacks using the attack symbol only affect the people next to you. When one of those people is knocked out of the game, you can then attack the new person who is to the left or right of you.

“The other rule, which I’m a huge fan of, is called Vengeful Ghost. When you’re knocked out of the game, you get to deal one attack on your turn. It can’t be a lethal attack, so you can’t knock someone else out of the game. However, it does two great things: It keeps people who have been knocked out involved and lets them take vengeance on those who smited them; and it also brings games with more than four players to a close more quickly.”

With six additional decks, fun new monster abilities, and playtested rules to keep the action flowing, *Dungeon Mayhem: Monster Madness* looks to continue the fast and furious gameplay the series has already become known for. “Both new rules have tested well with some editing along the way, so I’m excited to see people play them.”

Dungeon Mayhem: Monster Madness releases 14 February 2020. The original *Dungeon Mayhem* and its first expansion *Dungeon Mayhem: Battle for Baldur’s Gate* are available now.

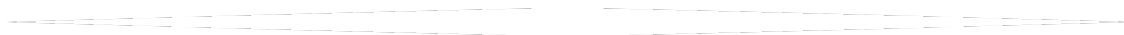


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BOX CLEVER

With four decks included in the original *Dungeon Mayhem* game and two more added in the *Battle for Baldur’s Gate* expansion, these six new decks will double the number that were previously available. Living up to its name, the huge box that comes with the *Monster Madness* expansion will not only house the six new creature decks, it will also hold all six of the previous decks, as well as tokens, so they can be carried together. “The box comes with divider cards to keep everything

nice and tightly packed together and the monster-sized storage box is bright and colorful,” Wetlaufer reveals.

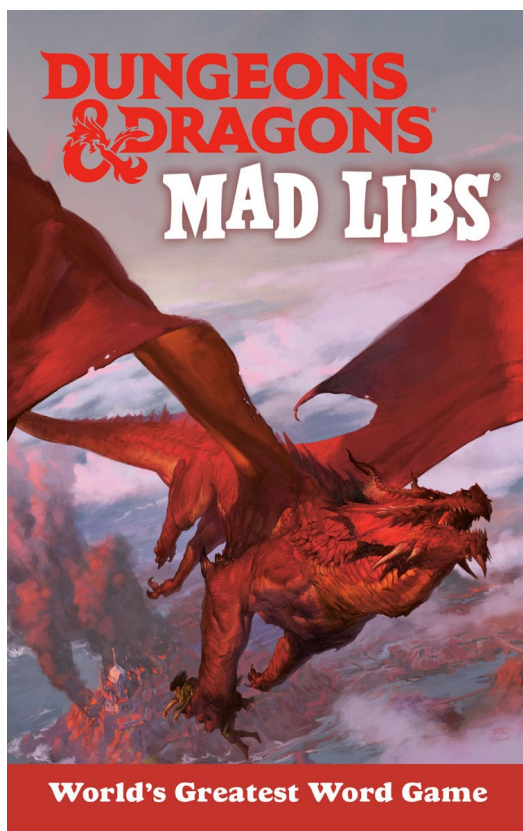


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Dungeons & Dragons Mad Libs



It's impressive when two entities smash into each and not only survive the collision but emerge as a more powerful hybrid. We've seen that already with *Rick and Morty* and *Dungeons & Dragons*, but now the world's most popular roleplaying game is about to be paired with a publishing behemoth: *Mad Libs*.

"It's great to be a part of a legacy that's been going for so many years and that so many people around the world enjoy," says *Mad Libs* Editor Brian Clark, noting that the books' format of storytelling (which includes everything from *Scooby Doo* to sports to *Night of the Living Dead*!) is unbelievably flexible.

"I love the fun and the silliness. I love the entertainment aspect and also the fact we are sneakily helping kids to read. I was a reluctant reader as a kid but I would read *Mad Libs* books because I didn't think I was reading. I learned what nouns, verbs, and adjectives were by writing the word fart over and over again in different ways," he says with a laugh.

Clark reveals that the trick to a good Mad Lib is to mess with the

traditions of a tried-and-true thing that everyone understands—but in a respectful way.

“For example, everyone knows the Dungeons & Dragons dice include a twenty-sided die. Putting in a blank is a way to amp up the silliness of what type of die you can have. What if we had a million-sided dice? What would that look like? People get to create those images in their own heads because we left them a blank to fill in,” he explains.

“I would love to know more about a dragon that exists that has never existed before and won’t exist until we say it’s an ADJECTIVE dragon. Is it a flower dragon? I would love to see a flower dragon in D&D. Part of the fun of it is that we are simply providing the format. The reader is creating the mayhem, which is a little bit like the way D&D works thanks to its players.”

Below are some sample quotes from Dungeons & Dragons *Mad Libs* for *Dragon+* readers to try for themselves:

Inside the dark and wet (_____) **A PLACE**, there were (_____) **NUMBER** more (_____) **ADJECTIVE** kobolds. “(_____) **SILLY WORD**,” screamed the elf! “We might have bitten off more than we can (_____) **VERB!**”

Those who have (_____) **VERB (PAST TENSE)** even a single game of Dungeons & (_____) **ANIMAL (PLURAL) (aka D&D)** know adventure awaits those who dare to (_____) **VERB** it. Whether you’re uncovering (_____) **ADJECTIVE**, world-ending (_____) **PLURAL NOUN**, slaying a

mad () **ANIMAL** that is ()
VERB ENDING IN “ING” villagers, or
casting a spell to subdue a dragon with two
() **PART OF THE BODY**
(PLURAL), your bravery is sure to be
rewarded.

Dungeons & Dragons *Mad Libs* is released by Penguin Random
House on March 24, 2020.

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Ultrapro Figures of Adorable Power: Wave II

Occasionally an image really does speak 1,000 words. We think that's the case with the four photos of these new additions to UltraPro's Figures of Adorable Power. As we saw with the owlbear and the red dragon in Wave I, these vinyl figures capture the most adorable side of your favorite Dungeons & Dragons monsters.

The new additions (which we first teased using their outlines [in Dragon+ #27](#)) are:



- Flumph
- Mimic
- Gazer
- Giff

A special variant red dragon was included in the first wave of releases so fans and collectors would be wise to watch the company's [Twitter](#), [Facebook](#) and [Instagram](#) pages for details of potential limited-edition exclusives in the new range.

UltraPro confirms the second wave is already in production and will be available for adoption from friendly local games stores by the end of February.

Figures of Adorable Power have an MSRP of \$12.99 each and you can find more details on the [UltraPro website](#).



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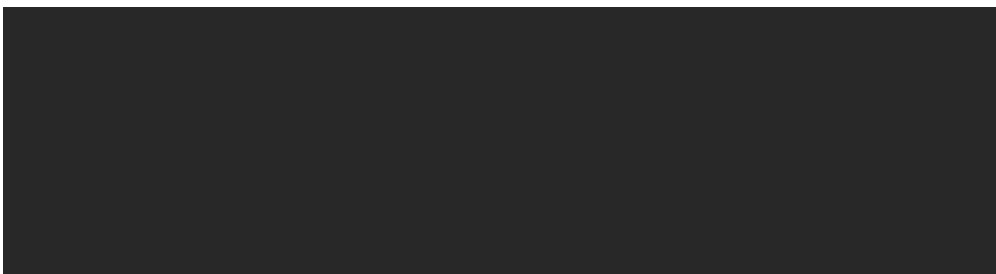
Warriors of Waterdeep



We didn't think it possible, but did *Warriors of Waterdeep* just get even more stylish? The latest update (which was appropriately given the codename "Skill & Style" by the development team on the smash hit D&D mobile game) added the flashy, swashbuckling drow Jarlaxle. The legendary elf rogue has a ranged dagger attack and is armed with a rapier for closer combat.

Gifted with a sharp mind, a sense of humor, and puissant skill with a blade, Jarlaxle is the secret lord of Luskan. He delights in weaving a tangled web of schemes that leave his enemies baffled as he leads the renegade drow faction Bregan D'aerthe—although his loyalties

are to himself first and foremost, and to that organization secondarily.



Your browser can't play this video.
[Learn more](#)

“We first offered Jarlaxle in an early access VIP bundle on Black Friday, and he’ll be available again as a regular early access offer for Boxing Week. And then... the twist!” Stephen David Wark excitedly tells *Dragon+*.

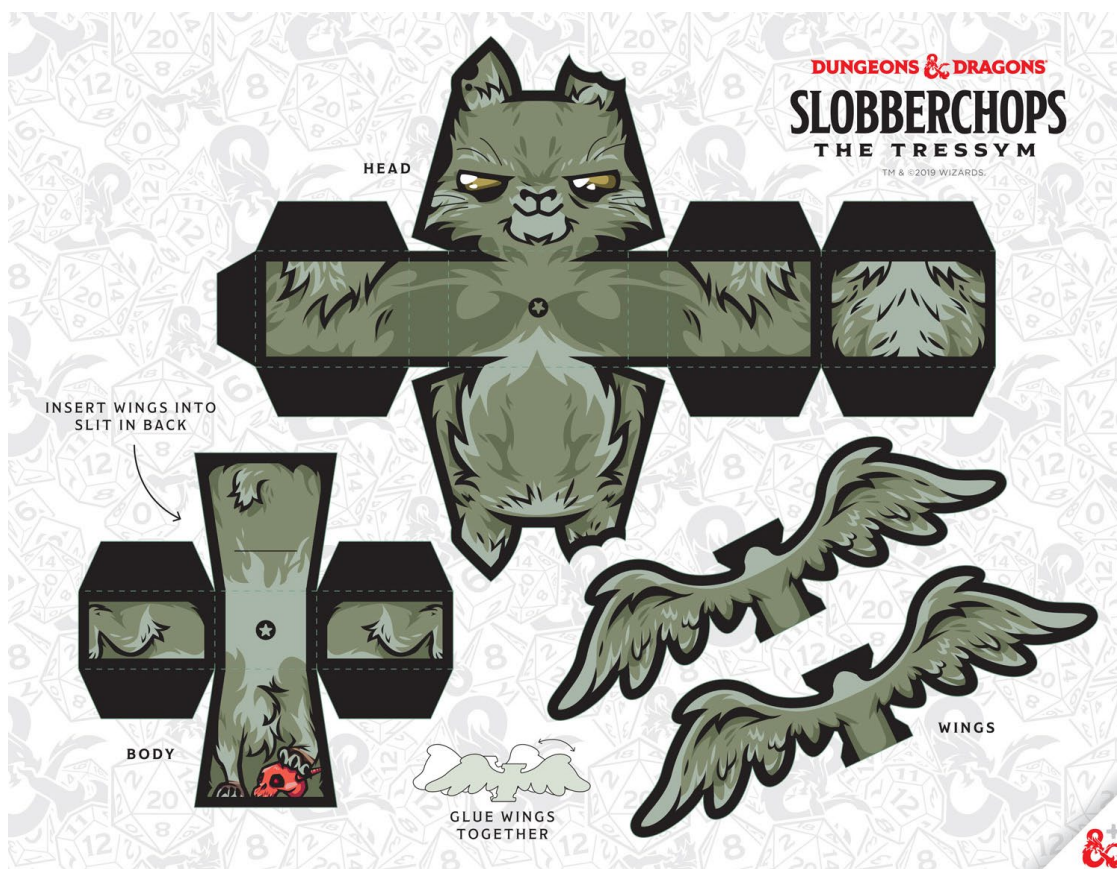
“Jarlaxle will not be released as a regular renown reward! Beginning in mid-January, players must complete a multi-stage PvP event to earn Jarlaxle as the grand prize. The event will recur throughout the year, so players will have multiple chances.”

Warriors Of Waterdeep is available now for **Android** and **iOS** devices as a free download with in-game purchases. Regular Early Recruitment of Jarlaxle runs from Monday December 20 until Tuesday December 31, 2019.

FREE GEMS!

Our friends at Ludia are gifting 50 gems to every reader who **clicks on this link**. You must have completed your first challenge in *Warriors of Waterdeep* and you must click the link on the mobile device where the game is installed, as it will open the game to deliver the reward. Happy holidays!

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Cut Out And Keep Slobberchops

Some assembly required! Break out the safety scissors and a glue stick and build your very own tressym figure.

Emi Tanji is no stranger to cuteness. Her innate sense of fun often gets to shine through in the work she creates for the D&D Team, including turning concepts that begin life as cheesy office jokes into such works of art as Valentine’s Day and Halloween greeting cards. The Wizards of the Coast Art Director has been channeling that style ever since Dungeons & Dragons started making swag to help boost its **Extra Life** fundraising activities.

“I really enjoy getting to add humor because D&D encompasses a lot of funny things that translate well into art,” she tells *Dragon+*.



“We started making T-shirts for Extra Life focusing on that year’s big D&D theme—so for *Storm King’s Thunder* we had a giant on there. We would try to make it cute to appeal to a youthful audience and that was totally my style.”

Tanji drew the initial sketches for UltraPro’s *Figurines of Adorable Power*, which included “chunking up” an owlbear and red dragon to maximize their cuteness. So when it came to capturing some of the furrier characters connected with a storyline touching on the Nine Hell’s for this year’s T-shirts, it was totally in her wheelhouse.



“For *Baldur’s Gate: Descent Into Avernus*, I wanted to do a bunch of abyssal chickens but that might not have been the easiest thing for kids to latch onto. Bart [Carroll] had this amazing idea that we focus on *Lulu the hollyphant and Slobberchops*. They’re both great characters,” she remembers.



Slobberchops the tressym is the last member of the Vanthampur family. A mean-looking winged cat with a bobtail and numerous battle scars, it'll make friends with anyone willing to feed it.

With so much amazing craft included in this issue (courtesy of knitcromancer Mazzmatazz, including a crocheted goblin that represents Tanji herself), we wanted to thank *Dragon+* readers by giving you something you can make yourselves. Print, snip, stick, and enjoy your own personal Slobberchops figure using Emi's template, which you can download below.

DOWNLOAD THE PDF

You can connect with Emi Tanji on [Twitter](#) and help her raise money for Children's Miracle Network Hospitals via [her Extra Life page](#).

SAPPHIRE ANNIVERSARY ART

You should instantly recognize the work of artist Hydro74 from his distinctive alternative covers for D&D sourcebooks. He was fittingly tasked with giving the D&D ampersand logo a retro feel, harking back to the year 1974 for the game's 45th anniversary.

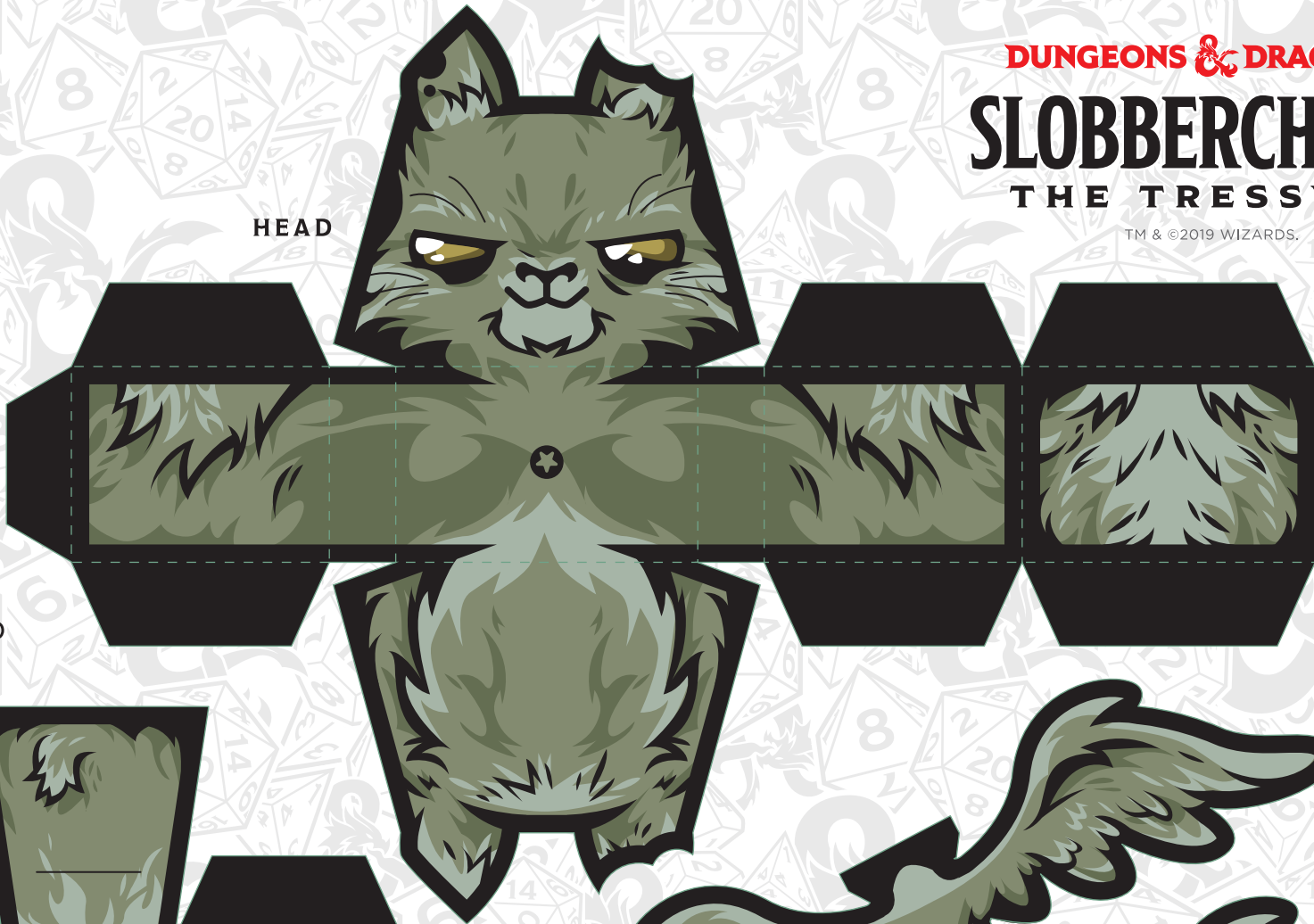


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DUNGEONS & DRAGONS
SLOBBERCHOPS
THE TRESSYM

TM & ©2019 WIZARDS.

HEAD



INSERT WINGS INTO
SLIT IN BACK

BODY

WINGS



GLUE WINGS
TOGETHER





2019 GIFT GUIDE



EBERRON: RISING FROM THE LAST WAR



Noir-inspired mystery meets swashbuckling adventure in this war-torn world filled with magic-fueled technology, airships and lightning trains! *Eberron: Rising from the Last War*—which was

released on November 19 and deserves its spot on any gamer's holiday wish list—promises to be your gateway to using this fantastic setting for your D&D campaign. Within its 320 pages, the book guides players and the Dungeon Master through the process of creating characters and adventures set in this world.

In the previous issue we explored **the contents of the book**, chapter-by-chapter. But seeing as how this issue has gone to the **dogs** (in the nicest way possible), let's highlight their specific inclusion in Eberron, shall we?

STEEL DEFENDER

First up, the book reintroduces the artificer—supreme inventor and master of unlocking magic in everyday objects. In the world of Eberron, arcane magic has been harnessed as a form of science and deployed throughout society. Artificers reflect this development. Their knowledge of magical devices, and their ability to infuse mundane items with magic, allows Eberron's most miraculous projects to continue.

As one of the artificer specialists, the battle smith is an expert at defending others and repairing both material and personnel. To aid in their work, battle smiths are usually accompanied by a steel defender, a protective companion of their own creation. Many soldiers tell stories of nearly dying before being saved by a battle smith and a steel defender.



IRON DEFENDER

In addition to the battle smith's steel defender, the iron defender is a construct that fights for its creator. They come in many shapes and are often crafted in the form of animals—including, of course, in canine form.

[DOWNLOAD IRON DEFENDER](#)



VALENAR ANIMALS

The elves of Valenar say that when their ancestors fought the giants of Xen'drik, elf druids took the forms of animals on the battlefield. The cruel and mighty Emperor Cul'sir of the giants laid a curse upon the druids and trapped them in the forms of animals. Just as the ancestors of the Valenar guide their warriors in battle, the spirits of these druids can awaken power in an animal to create a companion worthy of a champion.

Valenar animals are awakened to advanced intelligence and power by the touch of an ancestral spirit. Traditionally, Valenar animals choose Valenar elves as companions, reflecting a bond between the ancestors of elf and animal. To be chosen by a Valenar animal is a great honor,

and any such elf is treated with respect and reverence. Still, on the rare occasions when a Valenar animal chooses an adventurer of a different ancestry as a companion, it is universally accepted.

[DOWNLOAD VALENAR ANIMALS](#)

MSRP: \$49.95 (*Eberron: Rising from the Last War*)



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HOMUNCULI

A homunculus is a construct servant created for certain tasks. Artificers and wizards are responsible for most of the homunculi in existence.

Each kind of homunculus has a body constructed from different kinds of materials, including clay, iron, and bits of hair and feathers. The process that creates a homunculus sees those materials mixed with the creator's blood and animated through an extended magical ritual.

Constructed Nature. A homunculus doesn't require air, food, drink, or sleep.

EXPEDITIOUS MESSENGER

An expeditious messenger is a speedy flier, designed to quickly carry messages for its creator. Their speedy and efficient attitude makes expeditious messengers quite chatty, and they natter on as fast as they move.

These messengers come in a variety of forms, often looking like mechanical birds or sprites.

IRON DEFENDER

An iron defender fights for its creator. They come in many shapes and are often crafted in the form of animals. More creative artificers craft iron defenders in the shape of hybrid animals or other fantastical creatures.



IRON
DEFENDER

EXPEDITIOUS MESSENGER

Tiny construct, neutral

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 25 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Acrobatics +5, Stealth +5

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages one language spoken by its creator

Challenge 1/8 (25 XP)

Flyby. The messenger doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Telepathic Bond. While the messenger is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 3) piercing damage.

IRON DEFENDER

Medium construct, neutral

Armor Class 17 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	11 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

Keen Senses. The defender has advantage on Wisdom (Perception) checks.

Telepathic Bond. While the defender is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or take an extra 3 (1d6) piercing damage and be grappled (escape DC 13). The defender can have only one creature grappled in this way at a time.

VALENAR ANIMALS

The elves of Valenar say that when their ancestors fought the giants of Xen'drik, elf druids took the forms of animals on the battlefield. The cruel and mighty Emperor Cul'sir of the giants laid a curse upon the druids and trapped them in the forms of animals. Just as the ancestors of the Valenar guide their warriors in battle, the spirits of these druids can awaken power in an animal to create a companion worthy of a champion.

Valenar animals are awakened to advanced intelligence and power by the touch of an ancestral spirit. Traditionally, Valenar animals choose Valenar elves as companions, reflecting a bond between the ancestors of elf and animal. To be chosen by a Valenar animal is a great honor, and any such elf is treated with respect and reverence. Still, on the rare occasions when a Valenar animal chooses an adventurer of a different ancestry as a companion, it is universally accepted.

The Valenar animals presented here—hawk, hound, and steed—are but examples, for the ancestral spirits can take on many animal forms.



VALENAR HAWK

Tiny fey, neutral

Armor Class 14

Hit Points 10 (4d4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	9 (-1)	16 (+3)	11 (+0)

Skills Perception +5

Senses passive Perception 15

Languages understands Common, Elvish, and Sylvan but can't speak

Challenge 1/8 (25 XP)

Bonding. The hawk can magically bond with one creature it can see, immediately after spending at least 1 hour observing that creature while within 30 feet of it. The bond lasts until the hawk bonds with a different creature or until the bonded creature dies. While bonded, the hawk and the bonded creature can communicate telepathically with each other at a distance of up to 100 feet.

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

VALENAR HOUND

Medium fey, neutral

Armor Class 14 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +4

Senses passive Perception 14

Languages understands Common, Elvish, and Sylvan but can't speak

Challenge 1/2 (100 XP)

Bonding. The hound can magically bond with one creature it can see, immediately after spending at least 1 hour observing that creature while within 30 feet of it. The bond lasts until the hound bonds with a different creature or until the bonded creature dies. While bonded, the hound and the bonded creature can communicate telepathically with each other at a distance of up to 100 feet.

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

IN THE WORKS



D&D SAPPHIRE ANNIVERSARY DICE SET



2019 marks both the forty-fifth anniversary of Dungeons & Dragons and the five-year anniversary of fifth edition. Looking for a fantastic way to commemorate all those years of lasting friendships fueled by stories of imagination and adventure? We have just the thing....

To celebrate these milestones the D&D team has joined forces with **Level Up Dice** to create an incredible set of luxury dice. And these sets of eleven dice (two d20s, one d12, two d10s, one d8, four d6s, and one d4) fully deserve that “luxury” description.



“One of the d20s contains a laboratory-created sapphire inlaid where the 20 would be, and that’s the focal point of this set. It looks like a piece of jewelry,” says Anna Vo, Manager of Global Brand Marketing at Wizards of the Coast. “The dice are made of precision anodized aluminum and have a very nice weight but are also very durable. They have been designed to be silver in color and all the numbering is in sapphire blue.”

While that sapphire lovingly grown* by a rock gnome artificer in a charmingly-cluttered workshop takes the place of the twenty on the centerpiece die, each other die features a fully engraved D&D ampersand on its highest value.

“We partnered with Level Up Dice because of their very high standards of quality and their excellent reputation within the industry. Wizards of the Coast also has a very strict quality control process. The dice went through rigorous testing, where they were shaken 6,000 times to make sure nothing breaks off when they are rolled and there are no sharp edges,” explains Vo.

“We also made sure the surface is not too bumpy and the weight is distributed evenly to not jeopardize the integrity of the d20.”



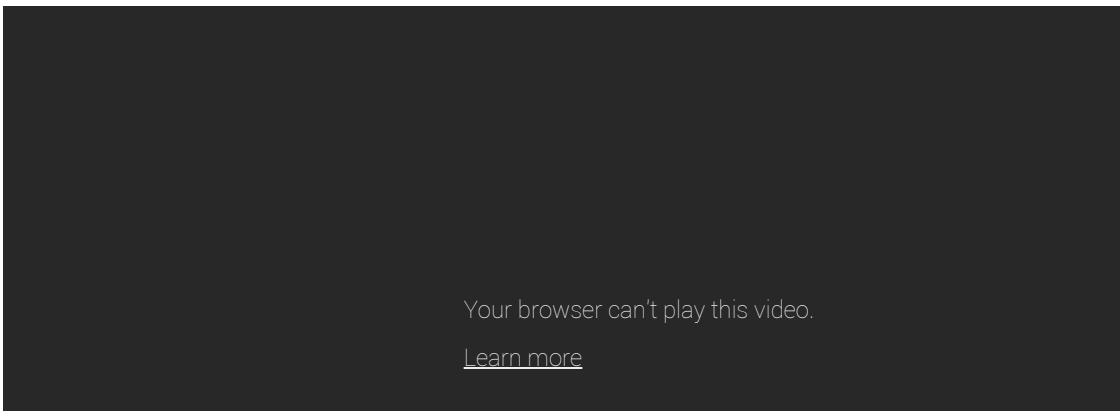
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ADDED EXTRAS

That premium look and feel extends to the custom dice tray and dice box combo. The box and tray boasts a leather-like (but vegan-friendly) outer finish, while the dice box has individual slots for each die and a velvet-like inner surface.

And there are more goodies hidden inside. The box contains a set of exclusive stickers and a “Thank You” note that’s been digitally signed by the whole D&D team. Fittingly, the product also serves to introduce the sapphire dragon to fifth edition for the first time. A foldout card featuring vibrant, full-color art includes official D&D game stats for adult sapphire dragons.

“There haven’t been any gemstone dragons included in fifth edition up to this point so this will be the first. Bonus content will include stats and the art of the dragon, which will be exclusive in this set for a limited time. It won’t be available for sale anywhere else until next year,” Vo says, revealing that this lore will allow other gemstone dragons to be created. “I can’t confirm when they will appear, but there’s a very high chance we’ll see more gemstone dragons in fifth edition in the future.”





The previously mentioned “Thank You” note also serves as a certificate of authenticity for the set and contains a hand-written serial/collector number. If you’re wondering how high the number climbs for this particular limited edition, prepare to be surprised: These anniversary dice will be available to the public in an extremely limited quantity of 1,974 units!

“We are making only 1974 of these sets available for the public because that’s the year Dungeons & Dragons launched. Making that the limited-edition number added extra meaning for fans and also ensured there were not too many of these sets out there,” says Vo, announcing that the sets will have a price point of \$299.99 each.

“We decided to make some very special dice for fans to celebrate these anniversaries. Why did we choose a dice set? No matter whether you are a DM or a player, most D&D fans have a tendency to collect multiple sets of dice,” adds Vo. “Having a real piece of a gemstone on a d20 is very special. The set comes in a box and dice tray so the dice can be carried around and protected. Or it can proudly be put on display so people can show they are a superfan of D&D and a part of history. This is a keepsake item.”

* Okay, you caught us. Humans grew these sapphires in laboratories on Earth. Sorry.

MSRP: \$299.99 (*Level Up D&D Sapphire Anniversary Dice Set: Collector’s Limited Edition*)

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D&D JEWELRY



FOR FANS BY FANS

There's a real attention to detail in the Dungeons & Dragons jewelry **For Fans By Fans** (FFBF) creates. Whether it's the stained-glass effect on its Gelatinous Cube Pin (which allows you to see right through it, capturing the essence of this dungeon crawling monster), the "Mega" pin that lives up to its name at 5.72cm by 6.17cm, or the glow-in-the-dark saliva on its Mimic Pin, the little touches are appreciated. Better yet, you can get 20% off all D&D products using the code DNDGFT20.



HAN CHOLO

“I have always loved the striking imagery of D&D’s fantasy world. Playing with my friends growing up, the character designs were so awesome I was blown away. As a kid I would sit and color in my favorite characters in the *Monster Manual* and *Fiend Folio*, and spark my imagination,” says Brandon Schoolhouse, founder of **Han Cholo**, whose imagination clearly continues to crackle with energy as he designs jewelry



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based on those images. “I wanted to bring to life some of the old-school designs I grew up with and actually take them from fantasy to the physical realm. That includes iconic pieces, such as the Idol Ring. I can’t tell you how many times I looked at and fantasized about the adventure scenario of that *Players Handbook* cover. I think it is one of the most iconic pieces of art.”

DEATH SAVES

Joe Manganiello’s **Death Saves** store may be better known for its clothing but it also carries some incredible jewelry. Its sculpted rings bring creatures such as death knights and orcs to life, while its intricate pin badges are inspired by everything from the favored weapons of paladins to the ’80s D&D cartoon. And what’s more on-brand than a *hand of Vecna* pin, given Manganiello’s connection to the evil artifact through his character Arkhan the Cruel?



BEADLE & GRIMM

Premium adventuring company **Beadle & Grimm's Pandemonium Warehouse** (B&G) know a thing or two about making amazing accessories. Its Platinum, Gold, and “Sinister” Silver boxed versions of major D&D campaigns always include items that are as relevant to the plot as they are stylish to wear. If you're looking to add an extra level of immersion to any game some of their items are available for sale—although the most exclusive additions will only ever appear in the premium boxes.



MSRP: \$12 (**FFBF Gelatinous Cube Pin**); \$15 (**FFBF Ampersand Mega Pin**); \$12 (**FFBF Mimic Pin**); \$300 (**Han Cholo Idol Ring**); \$80 (**Han Cholo Mind Flayer Ring**); \$275 (**Han Cholo Mind Flayer**

Pendant); \$80 (Han Cholo D&D Critical Bundle of 8 Pins); \$70 (Han Cholo Beholder Earrings); \$340 (Han Cholo Baldur's Gate Pendant); \$12 (Death Saves Hand of Vecna Pin); \$750 (Death Saves Death Knight Ring: Silver); \$12 (Death Saves 3D Holy Avenger Pin); \$12 (Death Saves 3D 80's Cartoon Dragon Shield Pin); \$12 (Death Saves Displacer Beast Pin); \$450 (Death Saves Orc Ring: Silver); \$20 (B&G Order of the Gauntlet Pendant); \$20 (Baldur's Gate Pin); \$20 (Shark God Medallion); \$30 (Lords Alliance Ring)

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WIZKIDS' MINIATURES



ICONS OF THE REALMS: THE FALLING STAR SAILING SHIP

There aren't many who can look back on artifacts from their teenage years and view them with anything more than a sense of nostalgia. Its rarer still for something created at that age to become the influence for a major new roleplaying accessory. Unless you're Chris Perkins, Senior Producer at Wizards of the Coast, whose brilliance shone

through even when he was nineteen.

“When I was a teenager, I drew an isometric map of *The Falling Star* sailing ship for my home D&D campaign. It was one of the few hand-drawn maps I’d kept over the years because it was so versatile and reusable. I never could have imagined it might show up in other peoples’ campaigns nor that it would serve as the inspiration for a ship model,” he told *Dragon+*.

“*The Falling Star* started with the notion: ‘Wouldn’t it be cool if...?,’” said Justin Ziran, President of WizKids. “I always liked set pieces that looked good *and* played well. We had to balance visual aesthetic against usability, which is surprisingly hard. That’s partly because the ship had to accommodate multi-level play. We needed DMs to be able to quickly and easily manage an encounter below deck in view of the other players.”

As part of the design process WizKids carried out extensive research on ship designs. Some were too piratey, others too stylized, and some were defined by their sails, rigging, and rope ladders and didn’t look right without them.

“We were at an impasse and talked through the issues with Wizards of the Coast. When they came back with *The Falling Star* from their library, we were thrilled,” says Chas Delong, Director of Production at WizKids.

“Seeing other people get to use the ship has made me so happy,” Perkins said, revealing that his original map has unfortunately been lost to the mists of time. “What became of it I don’t know. Seeing this ship brought to life makes me regret not hanging onto other relics of my early experiences as a Dungeon Master.”



D&D NOLZUR'S MARVELOUS MINIATURES: KRAKEN

In the same way that every superhero needs a villain to truly show off their strengths, *The Falling Star* needs a many-tentacled beastie to pose a true seagoing threat. The monster of choice is a kraken, which also happens to be a favorite of D&D Beyond's Todd Kenreck. Check out Mike Mearls discussing everything from the selfish psychology of this fascinating mythological creature to the cults it's spawned among humanoids.

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[Learn more](#)

“When the Kraken figure was first announced we knew we would also be creating *The Falling Star* ship, so we wanted to make sure both the creature itself and the rowboat that came with that set would match it,” says Bryan Kinsella, COO at WizKids. “You’ll notice that the tentacles included with the Kraken are perfectly sized to work with *The Falling Star*.”

It’s now possible to pit *The Falling Star* and your adventuring party’s minis against this ocean menace. Such a scene graced **the cover of issue 28 of *Dragon+*** and Den of Imagination’s Dariusz Piotrowski shared the secrets of that diorama’s creation (including how a spot of home decorating helped inspire the contoured seascape!). What will your tabletop scene be like when this fearsome monster approaches?

D&D NOLZUR’S MARVELOUS MINIATURES WAVE 10

This range of highly detailed figures features characters, monsters, and scenery from the D&D universe, primed and ready to paint out of the box with little to no assembly. The 10th wave in the series includes player characters such as the goliath barbarian, human sorcerer, and half-elf monk, as well as various creatures and monsters including multiple wyrmlings, elementals, and golems.





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D&D ICONS OF THE REALMS: VOLO & MORDENKAINEN'S FOES

One of the most iconic images from the rich history of Dungeons & Dragons is the statue on the first edition *Player's Handbook*, with two adventurers attempting to relieve it of its remaining gemstone eye. It's a statue of the archdevil Moloch and continues to inspire later editions of the game, including the Acquisitions Incorporated campaign within the *Neverwinter MMORPG* (not to mention, as part of this year's *Infernal Machine Rebuild* adventure for Extra Life). It's also a suitable host for the eidolon, a creature found in *Mordenkainen's Tome of Foes* which can inhabit sacred statues. And that has made the figure available as part of this monstrous collection.

D&D Icons of the Realms: Volo & Mordenkainen's Foes contains 44 figures in randomly sorted sets, bringing many of the creatures found in *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes* to your gaming table. Prepare to have your life blood stolen by the dreaded death kiss and feel the madness of long-forgotten secrets as you look upon the allip. Will you dare to lay claim to the other gemstone eye of the sacred statue, knowing a bout of eidolon possession could see it jump into life?

WALKING STATUE OF WATERDEEP: THE HONORABLE KNIGHT

Can you still call it a miniature if its approximately 11 inches tall? That's the height the *Walking Statue of Waterdeep: The*



Honorable Knight stands at, as this pre-painted premium figure brings the protector of the greatest northern city impressively to life.

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D&D ICONS OF THE REALMS: ELDER BRAIN & STALAGMITES PREMIUM SET

Earlier this year, the trailer for the hugely anticipated *Baldur's Gate III* video game gave us a terrifying insight into the birth of a mind flayer. Yet that is merely the first stage in a life cycle that eventually

sees the creature become an elder brain. This massive creature lives in a brine-filled pool in the center of a mind flayer city, where it guides its community by filling them with dark dreams of illithid domination.

WizKids' pre-painted promotional set of the elder brain contains the tentacle-laden horror of the brine pool and several set pieces you need to battle this monster in its cavernous domain.



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D&D ICONS OF THE REALMS: BALDUR'S GATE: DESCENT INTO AVERNUS

"Players will go crazy over the miniatures I helped design that go along with the adventure in *Baldur's Gate: Descent Into Avernus*," Joe Manganiello told us back in issue 27 of *Dragon+*. And he was right. The D&D Icons of the Realms: *Baldur's Gate: Descent Into Avernus* range includes Krull and Torogar Steelfist, two of Arkhan the

Cruel's most trusted allies, and they have been expertly crafted in a collaboration between Manganiello and WizKids.

Torogar is Arkhan's minotaur bodyguard and enforcer, a short-tempered and devout worshipper of Tiamat whose loyalty is hard to come by. Krull is a turtle wearing white face paint that makes his head look like the skull of a giant snapping turtle, with a shell carved with draconic runes that spell out prayers to Tiamat. And watch out for Arkhan's pet manticore, Chango....



Joe Manganiello strikes the pose

There's also an infernal horde to battle, thanks to the 45 figures available in the full range. The miniatures feature several new demons and devils to add to players' collections, including the pit fiend, the glabrezu, and the merregon.



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BALDUR'S GATE: DESCENT INTO AVERNUS— THE INFERNAL WAR MACHINE PREMIUM FIGURE

Have you ever tried calling an Uber in the Nine Hells? If you want to travel across Avernus' hellscape in style, you'll need to commandeer an infernal war machine. These are the tanks of the Blood War, and devils use them to move about the hellish terrain as they battle demons. Giving this the same consideration as the Walking Statue above it would definitely be wrong to think of this premium figure as a 'mini'. This devil-spawned monster truck stretches to over eleven inches in total and woe betide anything that gets in its way!

MSRP: \$249.99 (*Icons of the Realms: The Falling Star Sailing Ship*); \$34.99 (*D&D Nolzur's Marvelous Miniatures: Kraken*); \$4.99 each (*D&D Nolzur's Marvelous Miniatures Wave 10*); \$15.99

booster/\$127.92 brick (D&D Icons Of The Realms: Volo & Mordenkainen's Foes); \$59.99 (Walking Statue of Waterdeep: The Honorable Knight); \$49.99 (D&D Icons Of The Realms: Elder Brain & Stalagmites Premium Set); \$15.99 booster/\$127.92 brick (D&D Icons of the Realms: *Baldur's Gate: Descent into Avernus*); \$69.99 (*Baldur's Gate: Descent Into Avernus*—The Infernal War Machine Premium Figure)

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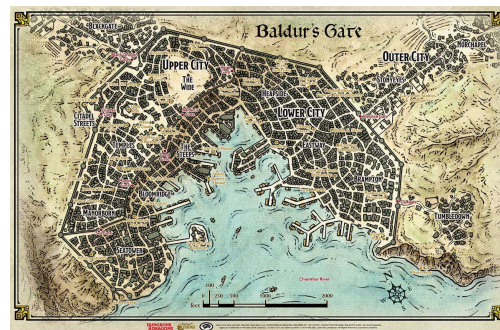
GALE FORCE NINE MINIATURES & MAPS



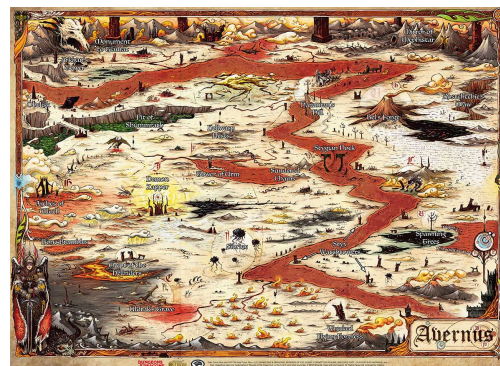
D&D Live 2019 took us on a trip to the Nine Hells and paved the way for the world's gamers to follow suit, as the *Baldur's Gate: Descent Into Avernus* campaign led us from the streets of Waterdeep to the Avernian hellscape.

Players using figures, vehicles, and maps to plot their moves across tabletops in this storyline have been truly spoilt by the breadth of accessories available. Gale Force Nine's range of character figures only increases that amazing level of immersion. From tiny travel companions to enormous combatants in the Blood War, from a marketplace owner to a night hag gang leader, the most interesting and impactful characters from the campaign have all been beautifully sculpted by the team's artists.

Arkhan, Baphomet, Thavius Kreeg, Krull, Lucille, Lulu, Mad Maggie, Mahadi, Slobberchops, Torogar, Yeenoghu, and Zariel all need to know where they're going



(Select to view)



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—whether that’s above ground in Baldur’s Gate or in the hotter climes of Avernus. If only there was a handy poster-sized map for them to pore over?



Krull

These two stunning 15in × 23in vinyl poster maps come in a sturdy transparent tube for easy storage. They’ll help players navigate from the high reaches of Baldur’s Gate’s Upper City to the grimy Lower City, which hugs the foggy harbor. Or make sense of Avernus’ dizzying wasteland, which disorients the senses and defies attempts to map it accurately. Dodging standard cartographic methods, the map of this hellscape shows pictorial impressions of locations that only hint at their distances from one another.

MSRP: \$10-50 each (individual *Baldur’s Gate: Descent into Avernus*

figures); \$40 (*Baldur's Gate: Descent into Avernus – Arkhan, Torogar & Krull pack*); \$20 (Baldur's Gate Poster Map); \$20 (Avernus Poster Map)

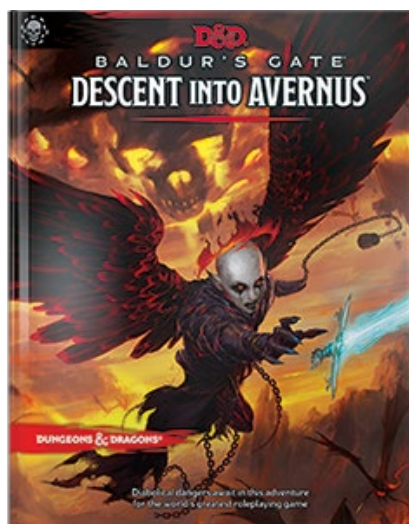


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2019 GIFT GUIDE



D&D CAMPAIGNS AND SOURCEBOOKS



BALDUR'S GATE: DESCENT INTO AVERNUS

Break out your handbaskets, we're going to Hell! *Baldur's Gate: Descent Into Avernus* may see parties start their adventures in a wealthy port on the Sword Coast but their journey will take them to a much hotter environment.

As the story opens, the holy city of Elturel has disappeared from the Forgotten Realms and descended into Avernus, the first layer of the Nine Hells. In order to save the innocents caught up in this catastrophe the party must enter the ongoing conflict between demons and devils known as the Blood War. Failure could see Baldur's Gate suffer the same fate as its neighbor Elturel.

Those entering Avernus finds a battlefield unlike any other. Evidence of past carnage—such as the ruins of enormous war machines and fields of bleached bones—stretches across the horizon. Pieces of cities stolen from other planes, tiny remnants of Avernus's lost beauty, evidence of destroyed celestial armies, and tombs of ancient travelers all dot the Avernian wasteland. Through it all, the River

Styx winds its way across the plane as knots of demons and devils skirmish along its fetid banks.



“At this point in D&D’s history we’ve reached a time where we have great confidence in the power of the game and not a lot of fear about doing a story in Hell,” says Chris Perkins, Principal Story Designer for Dungeons & Dragons. “I’m a big proponent of remembering where D&D came from but looking at it through a modern lens and with modern sensibilities.

“I want people to know that it doesn’t matter what their style of play is, there is a game table out there for them. And there’s a campaign where they can charge like Mad Max across the blasted wastelands of Avernus in a spike-addled Hell machine, cranking up the guitar in their own house while running these combats. That’s not a bad way to spend your afternoon.”

[DOWNLOAD A GUIDE TO THE BLOOD WAR](#)

**STRANGER THINGS
D&D ROLEPLAYING
GAME STARTER SET**



“You carry the heads out of the dungeon, victorious, and you present them to King Tristram, who thanks you for your service and bravery—”

“Whoa, whoa, whoa, that’s not it, is it?”

The *Stranger Things* D&D Roleplaying Game Starter Set, which is based on Netflix’s blockbuster sci-fi thriller, answers the question from the final episode of season one. Mike Wheeler’s adventure—*Hunt for the Thessalhydra*—may get short shrift from his pals, who complain that his ten-hour D&D jaunt “doesn’t make sense”, but those seeds were enough for adventure designer Stan! (Steven Brown) and developer Ben Petrisor to expand it into a key part of this themed *Starter Set* for Dungeons & Dragons.



“The starting concept was that this would be Mikey’s adventure—it’s something that a thirteen-year-old boy would have written in 1982,” explains Stan!. “We hope it evokes nostalgia in those gamers who came to D&D during first and second edition, as their engagement with tabletop gaming would have begun with this kind of adventure.”

And yes *Stranger Things* superfans, it does feature the lost knight, the proud princess, and those weird flowers in the cave!

The art is also very different from the glossy style seen in most D&D publications. Petrisor says making it feel “like a grade school kid’s property” was the goal: “The aesthetics of the adventure are driven

by the need to make it look like it was the campaign journal of a thirteen-year-old, complete with the kind of drawings you would expect as part of that.”

The set also includes a Demogorgon mini in the style of the monster from the TV show, a full set of polyhedral dice, character sheets, and a fully updated, condensed rulebook for D&D fifth edition.

“We’ve gone full circle,” says Petrisor. “Now new DMs can slam their Demogorgon mini down on the table, like Mikey does in the show, but this time it’s the in-universe *Stranger Things* version.”

[DOWNLOAD ADVENTURE SAMPLE](#)



D&D ESSENTIALS KIT

With the *D&D Starter Set* now firmly established, audiences interested in jumping into a fantasy story have been keen to get their hands on further introductory products. The boxed *D&D Essentials Kit* contains everything you need to run Dungeons & Dragons with one Dungeon Master and anywhere from one to five adventurers:

- Sixty-four-page rulebook that teaches you how to create characters of levels 1–6 and play the game. Also includes the introduction of sidekick rules.
- *Dragon of Icespire Peak*, a sixty-four-page introductory adventure written by Chris Perkins.
- Double-sided poster map for use with *Dragon of Icespire Peak*.
- Four-panel, folding Dungeon Master’s screen.
- Six blank character sheets.
- Eleven polyhedral dice.
- Eighty-one cards describing magic items, sidekicks, and other D&D game elements, plus a folding box to hold all the cards.

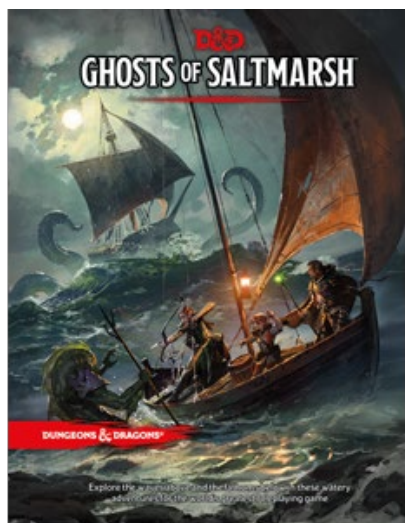
- Digital codes to continue your Dungeons & Dragons journey on D&D Beyond.



Designed to complement the Dungeons & Dragons *Starter Set*, the *D&D Essentials Kit* includes a scenario set in the town of Phandalin, which can act as a direct follow-up to that earlier adventure. The introduction of sidekicks, which were first discussed in *Unearthed Arcana*, also allow groups as small as two players (one Dungeon Master and one party member) to adventure.

“A simplified version of those *Unearthed Arcana* rules appears in the *D&D Essentials Kit* rulebook, along with pre-generated stat blocks for three kinds of sidekicks: expert, spellcaster, and warrior. If the Dungeon Master is running the adventure with a single player, the DM can either create a sidekick for that player using the rules or let the player choose from one of nine pre-generated sidekicks described on cards included in the boxed set,” says Chris Perkins, lead designer on the project.

“A sidekick works like a character, gaining hit points, abilities, and spells in the case of a spellcaster as they advance in level. However, the sidekick is simpler to run, and the features it gains are super straightforward. Ideally, the player runs both their character and the sidekick, but the DM can take charge of the sidekick if that’s too much of a burden for the player. The DM can also help the player choose a sidekick that complements their character—a warrior sidekick to accompany a wizard character, for example—but the final choice is up to the player.”



GHOSTS OF SALTMARSH

Ghosts of Saltmarsh combines some of the most popular classic adventures from first edition D&D with some of the best nautical adventures from the history of *Dungeon* magazine. This collection for characters of levels 1-12 features the following adventures, all fully adapted to fifth edition rules:

- *Sinister Secret of Saltmarsh*
- *Danger at Dunwater*
- *The Final Enemy*
- *Isle of the Abbey*
- *Tammeraunt's Fate*
- *The Styes*
- *Salvage Operation*

“Since we were doing a nautical adventure, *Salvage Operation* was in the running, but I couldn’t play favorites. I didn’t want to just put it in there because it’s my baby,” says Mike Mearls, Franchise Creative Director for Dungeons & Dragons, who got to see one of his own classic stories brought back to life as part of that list. “At one point Wolfgang Baur and Chris Perkins, both former editors of *Dungeon* magazine, compiled the shortlist they wanted to include. We always knew the U-series would be in there, but both of them had *Salvage Operation* on their list. It gave me the opportunity to do something you don’t normally get to do, which is revisit something you did fifteen years ago.

Mearls was a “civilian” when he submitted *Salvage Operation* to *Dungeon* and reveled in the opportunity to update it for fifth edition D&D: “It was nice to go back and tinker with some of the mechanics. I think we did a much better job with how we set up the climactic scene this time.”

“I loved reviewing the old adventures and making sure they were up to snuff with fifth edition rules but the best part of working on *Ghosts of Saltmarsh* was working with Mike Mearls to create new content,” adds Kate Welch, Game Designer for Dungeons & Dragons, who led the project. “That’s where my heart lies. We ended up crafting a whole set of rules about what it’s like to adventure on the sea. Working with Mike on something totally fresh and creative—that’s what that guy was born to do. He is an idea machine and he was an incredible mentor.”



TYRANNY OF DRAGONS

In an audacious bid for power, the Cult of the Dragon leads the charge in an unholy campaign to bring Tiamat back to Faerûn. Alongside their dragon allies and the Red Wizards of Thay, they sweep from town to town, laying waste to all who oppose them and gathering a hoard of riches for their dread queen. Against this threat of annihilation, the heroes

must succeed, or Faerûn will succumb to draconic tyranny. In the end, the world will never be the same!

Tyranny of Dragons combines *Hoard of the Dragon Queen* and *The Rise of Tiamat*, complete with errata and a reworked opening chapter, bound together with new Hydro74 cover art. The updated sourcebook also features concept art providing insight into the D&D Team’s creative processes when crafting this fantastical adventure.

Curious to dig deeper into *Tyranny of Dragons*? Check out the online comic series in support of the storyline, which begins [here](#).

DUNGEONS & DRAGONS VS. RICK AND MORTY

When the world’s greatest roleplaying game meets



television's most dysfunctional family, what could possibly go wrong? The *Rick and Morty vs. Dungeons & Dragons* comic-book was the incredible mashup everyone wanted it to be and the successful fusion of these two worlds demanded something on the scale previously seen with the *Stranger Things Dungeons & Dragons Starter Set*.

“The gig was to make a box set using the *Rick and Morty vs. Dungeons & Dragons* comic-book as the base of the inspiration. How hard could it be?” Game Designer Kate Welch tells *Dragon+*. “Those are famous last words for a reason. It’s Dungeons & Dragons AND *Rick and Morty*, so now I have two sets of fans that I want to have fun with my project.”



The swiftest of D&D boxed sets includes everything a Dungeon Master needs to run a *rickrolling* adventure for up to five players, levels 1-3. If you're wondering why there's a 32-page adventure and a 64-page rulebook, that's because much of the extra space in the explanation of the rules is taken up with Rick's personal musings.

“We've added double the amount of space in the rulebook so we could have Rick sassing all over our rules and giving his commentary

on how he likes to play Dungeons & Dragons,” Welch confirms, also revealing that, “Rick might not be an actual entity... but I have had to fight Rick.”

Writer Jim Zub was sent the usual rules that must be observed when writing for the D&D team, including standard documentation on how encounters, stat blocks, room descriptions and other elements are written in fifth edition. His response was entirely in character for the arrogant scientist he was channeling.

“I glanced over all of it, and then I emailed Kate and said, ‘Rick don’t play that. I’m going to write this thing like a wild stream of consciousness and then you guys have to figure out how you’re going to incorporate it into the actual document.’ Her reply was, ‘Rick do what he do.’ So that’s the way I approached it,” Zub recalls.



ACQUISITIONS INCORPORATED

You’ve seen the training videos. You’ve followed the careers of the famous (and in some cases, pants-less) interns. You’ve witnessed the birth of new franchises. It’s time to grab your weapon of choice, put on your best it-doesn’t-matter-how-many (or how few) teeth-you-have smile and apply to be a part of Faerûn’s most exciting

employer: Acquisitions Incorporated.

This fully sanctioned D&D sourcebook includes eight official employment positions within the Acquisitions Incorporated empire: Cartographer, Decisionist, Documancer, Hoardsperson, Loremonger, Obviator, Occultant, and Secretarian. Artist Aviv Or was tasked with staffing these new job positions using a cartoon style in keeping with Penny Arcade’s traditions.

“There are two different approaches to designing a character. When I work on commissions people usually have a really elaborate idea of who their character is. I’m happy to know as much as they want to

tell me because that helps me draw the character as closely as I can to the image they see in their head,” she tells *Dragon+*.

“With these characters I had the amazing freedom to do whatever I wanted. Penny Arcade came up with a title and description for each job position and told me to choose whatever race I wanted as long as I make it diverse. I love that direction as it was something I was going to do anyway. I then used an online generator for D&D characters which matches a class with a race and gives it an adjective and a personality trait, taking the first line from each generated paragraph. That was enough to stimulate ideas and give me a good starting point to flesh out these characters.”

MSRP: \$49.95 (*Baldur’s Gate: Descent Into Avernus*); \$24.99 (*Stranger Things D&D Roleplaying Game Starter Set*); \$24.99 (*D&D Essentials Kit*); \$49.95 (*Ghosts of Saltmarsh*); \$49.95 (*Tyranny of Dragons*); \$29.99 (*D&D vs. Rick and Morty Tabletop Roleplaying Game Adventure*); \$49.95 (*Acquisitions Incorporated*)

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CHAPTER 1: THE BLOOD WAR

THROUGHOUT HISTORY, THE TEEMING HORDES of the Abyss and the strictly regimented legions of the Nine Hells have battled for supremacy in the cosmos. In the mortal world, the scant few scholars, arcanists, and adventurers who know the conflict for what it is refer to it as the Blood War.

The fighting takes place across the Lower Planes, on the Material Plane, and anywhere else that demons and devils might congregate. From time to time, demons spill out of the Abyss to invade Avernus, the uppermost layer of the Nine Hells. While the devils defend their home turf, they also make strikes against locations in the Abyss. Although the intensity of the conflict waxes and wanes, and the front lines of the war can shift drastically, a moment never goes by when demons and devils aren't battling each other somewhere in the multiverse.

THE GREAT DANCE

WE MEASURE OURSELVES BY THOSE WE FIGHT, AND MY *company* faces the greatest threat to the cosmos.

—Veritus Wrath, commander, Flawless Execution

The battle lines in the Blood War undulate like a writhing snake. Each time one side gains an advantage, invariably its lines weaken somewhere else.

Demons enter the Nine Hells by following the River Styx from the Abyss into Avernus. By hiring skilled merenloth pilots to navigate the river, a demon lord can transport an invasion force of enormous size.

Mimicking a complex dance, the two sides shift their attacks and trade positions with each passing day. About once every thousand years, the demons close in on the lower reaches of the Styx and portals leading deeper into the Hells. Invariably, the legions of the Nine Hells boil up from below to repel the invaders out of Avernus, back to the juncture where the Styx enters the Hells. This drive by the devils attracts the attention of more demons from the Abyss, which pushes the front line back into Avernus. The process repeats itself time and time again.

To the good fortune of the rest of the multiverse, almost all the battles in the Blood War take place in the Abyss and the Nine Hells. Whether by cosmic chance or the design of some unknown power, the dark waters of the Styx provide passage between the two planes, but pathways to other realms are at best fleeting and unreliable. Despite the difficulty of escaping the Lower Planes, combatants on both sides find their way to the Material Plane and other realms from time to time. Although the conflicts on these other planes are little more than skirmishes in the Blood War, even a small number of demons and devils can wreak havoc and bring destruction wherever they see fit to do battle.

MORTALS AND MINIONS

Devils and demons are far from the only combatants in the Blood War. Both sides exploit the Material Plane's most abundant resource—mortal creatures, whose bodies and souls are both useful to the cause.

Devils constantly strive to recruit mortals into their ranks by offering them rewards in return for their service. While they live, these cultists carry out the wishes of their archdevil masters, whether raiding an enemy outpost or gathering more members for the cult. When a cultist dies, its soul emerges in the Nine Hells and becomes another of the Blood War's immortal soldiers. Most of the evil souls consigned to an afterlife in the Nine Hells become lemures, which make up the vast majority of the hellish forces, but some mortal recruits who willingly accept a contract offer from a powerful devil can arrive as a lesser devil.

Demons generally have no regard for mortal souls and do not solicit them, but living creatures do have their uses. Groups of corrupted cultists dedicated to one of the demon lords exist all across the realms of the material world. For as long as these mortals do the bidding of their lord, they are allowed to live. From a demon's perspective, all other living creatures are nothing more than sheep ripe for slaughter, and demonic cultists share this view. These fanatics don't hesitate to slay other mortals if given the chance—and if their victims happen to be in league with devils, so much the better.

A casual observer might suppose that two forces of evil bent on exterminating each other would be an advantageous situation for the forces of good, but the combatants in the Blood War have no regard for collateral damage—and on the Material Plane, they can cause a lot of it. If agents of Asmodeus discover a thriving demon cult in a city, they might deal with the threat by starting a fire that not only destroys the cult but burns through several neighborhoods and kills hundreds of innocents. A demon might unleash a plague to kill every person in a town, just for the sake of claiming from its library an old book containing a map to a lost artifact. The fiends on both sides of the Blood War take the path of least resistance to their goals, heedless of consequences that don't affect them.

AGENTS OF TREACHERY

Both sides in the Blood War employ spies and soldiers drawn from the ranks of other evil creatures of the planes. The devils are generally more successful at this tactic because of the discipline they can bring to bear on these ostensible allies. Even so, powerful, intelligent

There are many theories about why it is called the Blood War, but I believe it is because the branches of the River Styx act like blood vessels that circulate the conflict throughout the Lower Planes.

demon lords such as Graz'zt can also force their agents to do their bidding under threat of annihilation.

As creatures that don't favor either cause, because they care nothing for the philosophical concerns of law and chaos, other fiends including incubi, succubi, and night hags work for whichever side offers the best compensation. Demons use them as insurrectionists in the Nine Hells, inciting rebellion and defiance. The devils employ such creatures as scouts, who use their magic and other abilities to navigate the Abyss and gain intelligence about the demons' activities. Adventurers hired by an agent of the Nine Hells to make a foray into the Abyss are customarily guided by such a mercenary.

THE SEARCH FOR SECRETS

The Blood War has all the characteristics of an eternal stalemate, in part because the two sides are so familiar with each other. Every time the Abyss belches forth some new variety of horror, the disciplined and well-trained legions of the Nine Hells reorganize, rally, and counterattack. The devils continually dream up variations on their attack strategies, only to be checked by the overwhelming chaotic force of the Abyss. Little true advancement occurs under the angry red sky of Avernus or in any other realm where the forces clash.

The leaders of each side recognize that the introduction of some unexpected factor could permanently affect the balance of power. Accordingly, demons and devils constantly send their agents across the planes in search of artifacts, powerful creatures to recruit, and other resources that could lead to a key advantage in the war. Adventurers of great repute might get involved in such a quest, either as unwitting pawns or as an independent force pursuing its own ends.

COSMIC BATTLEFIELD

The Blood War rages along the length of the River Styx. Direct confrontations between demons and devils erupt along its banks, making any of the Lower Planes the Styx touches a potential battleground.

The devils view fighting demons on Avernus as a net benefit for their cause. Although most devils slain there are destroyed forever, ready access to supplies and support from the Nine Hells tilts the tide heavily against in-

SAILING THE STYX

The River Styx frustrates every attempt to map it or predict its course. Although anyone can try to navigate it, only merrenoloths, the yugoloth ferrymen of the Styx, can faultlessly negotiate the Styx's treacherous waters. For a price, merrenoloths will carry anyone safely and swiftly across planar boundaries. The greater the distance and the more perilous the passengers to be ferried, the higher the price.

Getting lost while sailing the Styx isn't the only danger the river presents. Merely tasting or touching its waters causes most creatures to become stupefied, and drinking fully or being immersed for too long can render that condition permanent, robbing a creature of all its memories. Fiends don't fear being momentarily exposed to the Styx, but—with the notable exception of hydroloths, merrenoloths, and amnizus—even they can't retain their memories if they drink from the River Styx or swim for too long in its waters.



vading demons. Also, the prospect of a permanent death compels the devils fighting on Avernus to maintain the utmost readiness and coordination. Wounded devils retreat, knowing that fresh reinforcements can continue the fight. Hordes of lemures, devils that are permanently destroyed only if subjected to holy energies, are used to blunt demonic incursions. The terrain of Avernus is thoroughly mapped and festooned with ambush points, strongholds, and other defensive measures.

More important, demons that are slain and sent back to the Abyss return to their chaotic wanderings in that realm. A demon lord is thus hard pressed to keep a horde cohesive as it takes casualties. If the devils extended a tenacious defense out to the planes beyond Avernus, they could keep the demons away from Hell's doorstep, but such a strategy would place a great strain on supplies, reinforcements, and unit integrity. Although the devils killed in such places would recover, their weapons, armor, and other materials would remain lost.

THE DEVILISH POINT OF VIEW

MY LEGIONS ARE THE ONLY THING STANDING BETWEEN your precious Seven Heavens and the bottomless hunger of the Abyss. I did not fall into the clutches of evil. I rose to shoulder a cosmic burden.

—Zariel, Archduchess of Avernus,
former angel of Celestia

Although the basic facts of the Blood War aren't subject to debate, a host of theories exist that attempt to explain why the conflict erupted in the first place.

The devils fight as a matter of pride mixed with burning resentment for a cosmic order that refuses to acknowledge their role as overseers of the multiverse.

LEGIONS OF THE DAMNED

Most of the forces of the Nine Hells are grouped into three types of legions that each play a role in repelling the invading demons. Incompetent or weak devils fill out the dreg legions, composed mainly of hordes of lemures and nupperibos. They are deployed as a delaying tactic, serving as fodder to slow down an advancing horde of demons while sword legions organize their counterattacks and shield legions establish their defenses. Each legion within a category has a distinctive, fearsome-sounding name in the Infernal tongue. When translated into Common, these names are often descriptive of the legion's status or battle-worthiness, such as the ones given below.

Dreg Legions. Bugs in the System, Momentary Lapse of Progress, Casualties Imminent, Last in Line for Healing, Not Worth the Effort

Shield Legions. Moment of Silence, Welcome to the Hells, Pleased to Meet You, Front toward Enemy, End of the Line

Sword Legions. Flawless Execution, Damned Good, The Hanging Blade, Inevitable Outcome, A Taste for Carnage

To the devils' way of thinking, the Nine Hells are the front line in the demons' war against all of creation, and the fate of the cosmos depends on the devils' ability to blunt the invasion and send the demons back to the Abyss.

In fact, devils believe that the demons would have long ago swept across the multiverse but for the unflinching rule of law that underlies the actions of the infernal leaders and their armies. If necessary, a general must not hesitate to sacrifice entire legions to stall an enemy advance or punch a hole through an enemy phalanx. Iron discipline combined with a ruthless focus on victory at any cost is what fuels the devils' war machine.

Every devil takes a grim pride in its service in the Blood War. Talk to one for a short time, and it will reveal

the scars earned during its time in Avernus and tell tales of the great battles it has seen. Talk to one for a little longer, and it will inform you that you are alive only because of the devils' heroic efforts. If there was truly justice in the world, it would tell you, the multiverse would bend its knee to the Nine Hells in thanks for the devils' role in preserving the cosmos.

THE DEMONIC POINT OF VIEW

WHY DO WE DESCEND UPON THE DOMAIN OF OUR HATED enemies? Because that's where the fighting is!

—Zaadaaak, demon of the Abyss

Most other creatures believe demons to be little more than mindless engines of destruction and violence. If that supposition were true, the Blood War should have ended long ago, since the tactical and strategic genius of the archdevils would have made quick work of the hordes that erupt from the Abyss. In fact, even though demons are quintessentially chaotic, their evilness combines with that outlook to produce a fiendish, subtle shrewdness. Demon lords and other powerful entities exert control over their armies that enables the forces to accomplish goals that would be beyond the capabilities of a leaderless mob. To the demons that have intelligence enough to appreciate their role in it, the Blood War offers an endless source of diversion underscored by resentment of a cosmic order that refuses to admit their superiority.

As the devils have surmised, the demons invade Avernus because it is easily accessible from the Abyss. But some sages and demonologists maintain that even if that were not the case, the Nine Hells would still be the demons' prime target. If the demons sent out a large force to invade a different plane, this theory holds, the devils would be able to marshal allies from across all the planes to rise up against the Abyss and end its threat forever. Instead, as long as the demons focus most of

YUGOLOTHS: FICKLE ALLIES

Yugoloths are major players on both sides of the Blood War. The death of a yugoloth is meaningless when it occurs in the Abyss or the Nine Hells, and thus these mercenaries freely give their all in any battle even when it means fighting other yugoloths. Demons and devils both know that a yugoloth's loyalty is constantly for sale—even during a conflict on the battlefield—and a yugoloth never agrees to a contract that prohibits it from seeking a better offer. This set of circumstances prompts hellish and abyssal armies to carry war chests with them in the hope of buying the services of the yugoloths on the other side. The war chests themselves thus become highly prized targets, which in turn leads to protective measures, such as valuables hidden in *bags of holding* or empty treasure containers used to lure the enemy into a trap.

Regardless of the side that hires them, yugoloths almost never fight on their home plane of Gehenna despite the fact that both sides sometimes traverse it and many battles of the Blood War are fought there. A yugoloth killed in Gehenna can't be restored to life except through an exceptional ritual, so the sums required to entice one to fight on its home plane are astronomical ... and making such a bargain always draws the attention of the ultroloths.

The planes exist in a precarious state. A seemingly small event could echo across the worlds and tip the Balance. My task is to keep a finger on each end of the scales, ensuring it never sways too violently.

their efforts on the doorstep of the Nine Hells, realms such as the Seven Heavens and Bytopia are loath to commit aid to defend a plane that is inimical to everything they stand for by aiding the devils directly.

Therefore, the demons assault the Nine Hells over and over not only because it is the greatest threat to their dominion, but also because striking in force anywhere else would play into the devils' hands.

THE BALANCE

The demons and the devils both foresee their own versions of the future of the multiverse—a cosmos in which one side or the other triumphs in the Blood War and rules for the rest of eternity. A third point of view exists, held by those who take both sides at their word and strive to make sure that neither outcome ever comes to pass.

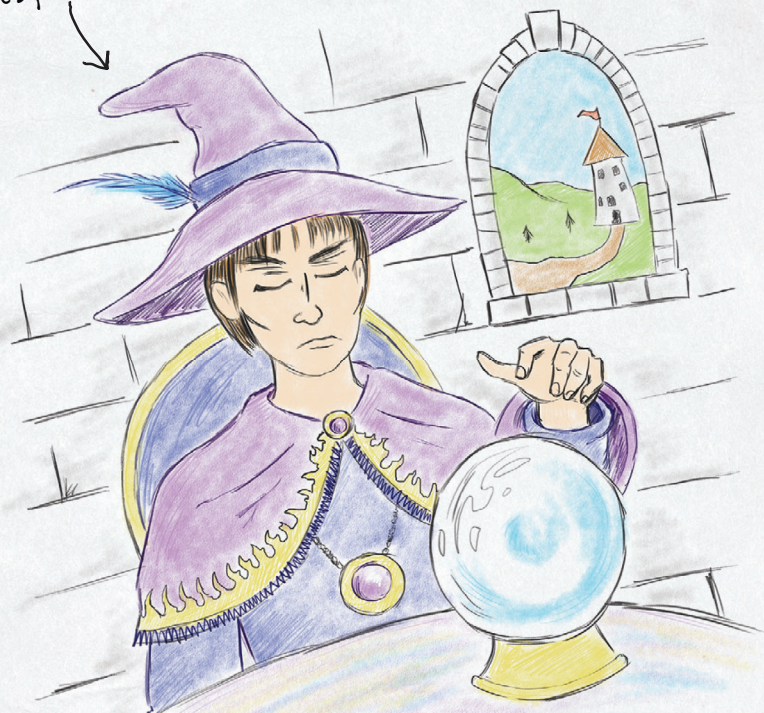
The adherents of this viewpoint refer to the concept they espouse as the Balance, and they seek to maintain equilibrium across the cosmos above all. Mordenkainen and his compatriots are among its most notable devotees. Since a true appreciation of the Balance and its implications requires a grasp of events on a cosmic level, very few people or entities fully embrace the idea. Those few, however, make up a formidable force that can mix martial and magical power to keep the extremists of the Blood War in check.

To an outside observer, a disciple of the Balance might act cruelly or heartlessly one day, and benevolent and caring the next. A follower might aid in consigning one city to domination by a devil cult while driving demonic cultists from another. For the sake of the Balance, the cosmos must remain in a static state where neither demon nor devil can permanently gain the upper hand.

Keepers of the Balance sometimes resort to strategies that seem inexplicable to those who don't grasp the whole situation. A crusading paladin might be discouraged from seeking out and defeating Demogorgon, because doing so could weaken the Abyss enough to allow the forces of the Nine Hells to gain a firm foothold there. An adherent of the Balance might vie with a great arcanist as both search for knowledge of a ritual that would cripple Asmodeus for a short time. The arcanist correctly believes that performing the ritual would free a world of the Material Plane from the devils' taint, but doesn't appreciate that it also would bring a grievous setback to the forces that had been keeping the demons from overrunning Avernus.

Those who vow to maintain the Balance make enemies wherever they go, because their full reasons for acting as they do aren't always apparent. The fact that some of these adherents embrace the Balance to further their personal quests for power makes it impossible to count on them as allies with complete certainty.

Drawn by Will the Wise himself



"Will the Wise"

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Additional Contributors: Greg Bilsland, Matt Sernett, Chris Dupuis, Tom LaPille, Richard Baker, Miranda Horner, Jennifer Clarke Wilkes, Steve Winter, Nina Hess

Based on the original Dungeons & Dragons game created by E. Gary Gygax and Dave Arneson, with Brian Blume, Rob Kuntz, James Ward, and Don Kaye

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NOTES TO MYSELF (AS DUNGEON MASTER)

We should be able to finish this story in one night (maybe a long weekend if Dustin really gets caught up in the roleplaying), but don't rush it. As long as everyone's having fun, let it take as long as necessary. It's all about the fun.

Describe each scene. Tell them what their characters see or hear or feel at the start, then just let them go. They say what the characters do, and I tell them what happens. But don't take control of their characters. I control everything else—the monsters, the nonplayer characters (NPCs, like Sir Tristan), even the environment (like traps)—and the dice reveal how things turn out!

All creatures written with an underline can be found in the Monsters section of the rulebook.

Don't worry too much about getting the rules right or being perfect as a DM (that's short for Dungeon Master). Just relax, let things happen naturally, and enjoy playing the game. If things get confusing—especially in combat—do what seems fair and move on.

Like the rulebook says, my job as DM is to make sure everyone has a good time and that the story moves along smoothly.

2019 GIFT GUIDE



FIGURINES & PLUSHIES



ULTRAPRO FIGURINES OF ADORABLE POWER



It could be the ultimate Dungeon Master fake out. The party hears the heavy beat of wings from the sky or thundering footsteps in the forest. As the tension builds a stylized vinyl figure is dropped onto the gaming table. And it's adorable!

Rather than gasps, these 9.5cm-tall monsters cause a wave of cooing from those gathered around the table. As Jeff Goldblum **might say** in *Jurassic Park*, “‘Oooh’, ‘Ahhh’. That’s how all this starts. Then later there’s running and screaming.”

The current UltraPro range of *Figurines of Adorable Power* includes the owlbear and the red dragon (plus a special limited-edition variant of that dragon if you're lucky enough to find it in the wild). Our Zhentarim spies reliably inform us that more will be hatching in 2020.

BEADLE & GRIMM LULU PLUSHY



If you think dropping a beast of an infernal war machine from *Baldur's Gate: Descent Into Avernus* on your tabletop will wow your players, prepare to have them whoop with joy when they see one of the companions from the Nine Hells in plushy form. Beadle & Grimm took Lulu the hollyphant, a little flying elephant creature which follows the party around on their travels, and turned her into a figure the whole table can engage with.

“Lulu is very cute and very sweet, which makes a nice contrast to the hellscape you find yourselves in. We created this pint-size plushy that the DM can utilize to help propel that character forward,” explains Matthew Lillard, co-founder of Beadle & Grimm’s Pandemonium Warehouse. “I think it helps keep Lulu present as a character,” adds co-founder Bill Rehor. “It’s sometimes easy to forget about party companions, so it’s nice to have that physical reminder sitting there at the table.”

Given the setting, it’s also possible Lulu may provide some much-

needed comfort during a tough gaming session. “It’s something to snuggle when you’re completely terrified or you’re left crying because you’ve lost your soul,” says Lillard, while Rehor adds, “At least if you’ve been buried in a tower made out of dried blood, you can cuddle Lulu.”

FUNKO POP!



Bow before the terrible and powerful visage of... Pop! Asmodeus! He may seem like the cutest version of the Lord of the Nine Hells ever created but he still needs to be regarded with suspicion lest he try to bargain for your soul. Pop! Mind Flayer is also a creature you wouldn’t want to meet alone in the Underdark. But Pop! Minsc and Boo will have your back in any fight against evildoers—you know, like those other two.

MONOGRAM DUNGEONS & DRAGONS FIGURAL KEY CHAINS



You don't have to limit your love of Dungeons & Dragons figures to shelves or display cases. Iconic figures from the world-famous RPG can now happily swing from your backpack and purse or gather your keys to be present every day of your life. Monogram's collection of fan-favorite D&D characters feature popular class/race combos such as the human fighter, dwarf paladin, half-elf ranger and deadly monsters like the beholder, red dragon, and owlbear. They are usually individually blind-bagged to aid their collectability but an exclusive set containing the Demogorgon, Acererak, a human fighter, a dwarf paladin, and a special translucent d20 die is also available to buy.

MSRP: \$12.99 each ([UltraPro range of *Figurines of Adorable Power*](#)); \$20 ([Beadle & Grimm Lulu plushy](#)); \$12.99 each ([Funko Pop! Dungeons & Dragons](#)); \$3.95 each ([Monogram Dungeons & Dragons Series 1 3D Foam Bag Clips](#)); \$40 ([Monogram SDCC 2019 Exclusive Dungeons & Dragons Set](#)); \$35.99 [random 6-pack](#); \$143.99 [display case](#) (Monogram Dungeons & Dragons Figural Key Chain)

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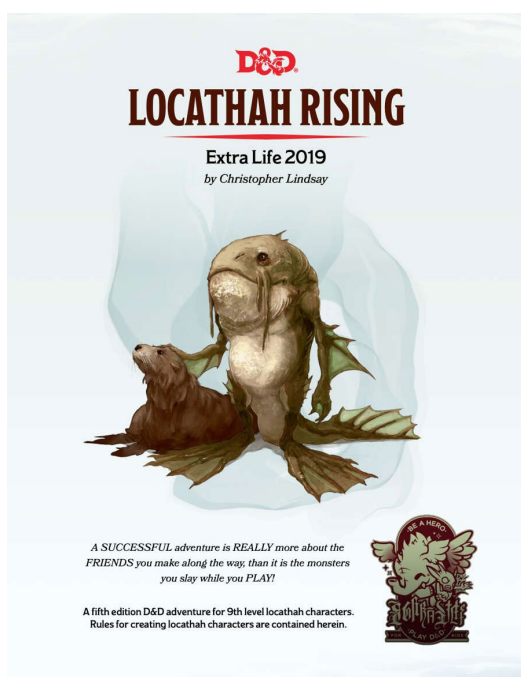


D&D EXTRA LIFE



Later in this issue of *Dragon+* we've given you free access to a creature from *Mordenkainen's Fiendish Folio*, which is one of this year's official releases for D&D Extra Life. Seeking even more material to help support Extra Life? There's plenty to be found at the DMs Guild and D&D Beyond! All proceeds that Wizards of the Coast receives from sales of these adventures benefit Children's Miracle Network Hospitals so your purchases go towards a truly great cause!

LOCATHAH RISING



(Select to view)

As Chris Lindsay writes (somewhat cryptically): “A SUCCESSFUL adventure is REALLY more about the FRIENDS you make along the way, than it is the monsters you slay while you PLAY!” For Extra Life 2019, Chris crafted *Locathah Rising*, previewed earlier this year at Luke Gyga's Founders & Legends Day celebration.

Locathah Rising tells a story about what happens when a normally peaceful species is pushed to the point of open conflict. As

elemental forces threaten the safety of the nearby locathah communities, heroes rise from among their numbers to strike back and defend their homes and families.

This D&D adventure also contains rules for creating locathah characters.

ADVENTURE WITH MUK

Meet Muk, the very bravest goblin, and his best friend Birdsquirrel, in this activity book suitable for players of all “levels”! Created by Emi Tanji, along with Adam Lee and Chris Lindsay, *Adventure with Muk* includes coloring activities to complete, mazes and puzzles to solve, monsters and maps to create—plus an adventure, monster stats, and character sheets featuring Muk and friends geared toward new or younger players!



IN SUPPORT OF EXTRA LIFE
CREATED & ILLUSTRATED BY EMI TANJI
ADVENTURE & DESIGN GENIUS BY ADAM LEE AND CHRIS LINDSAY
SPECIAL THANKS TO BART CARROLL
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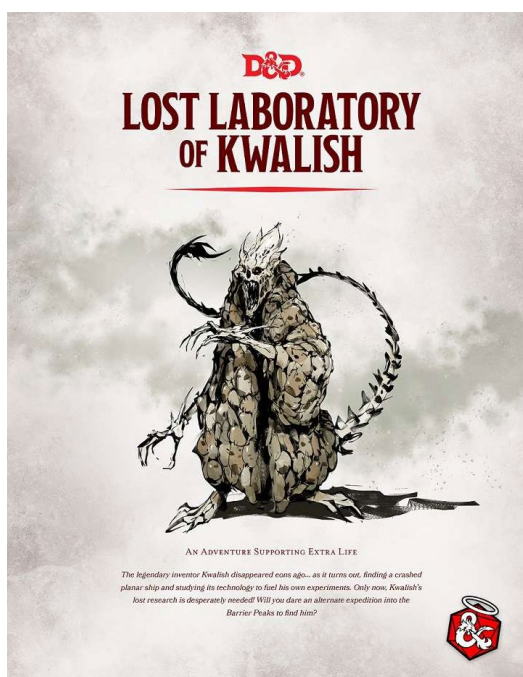


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LOST LABORATORY OF KWALISH

The legendary inventor Kwalish disappeared in the Barrier Peaks eons ago... as it turns out, finding a crashed planar ship and studying its technology to fuel his own experiments. Only now, Kwalish’s lost research is desperately needed!

This adventure for levels 5-10 explores two locations within the Barrier Peaks, and includes new monsters, magic items, and spells,



(Select to view)

plus sci-fi trinkets, random encounters, and even rumors of the area submitted by the player community! It also features new

art and maps, as well as the famed suit of *powered armor* as edited by Jeremy Crawford on the *Dragon+* livestream!

Lost Laboratory of Kwalish directly connects with this year's *Infernal Machine Rebuild*. Both adventures are playable in either order.

ADDITIONAL MATERIAL

You can also find additional Extra Life material from previous years on the DMs Guild, with all Wizards of the Coast proceeds donated to Extra Life:

- *Volo's Waterdeep Enchiridion*
- *Turtle Package*
- *One Grung Above*
- *The Lost Kenku*

MSRP: \$9.99 (*Locathah Rising*: **DMs Guild**; **D&D Beyond**); \$4.99 (*Adventure with Muk*); \$9.99 (*Lost Laboratory of Kwalish*: **DMs Guild**; **D&D Beyond**)



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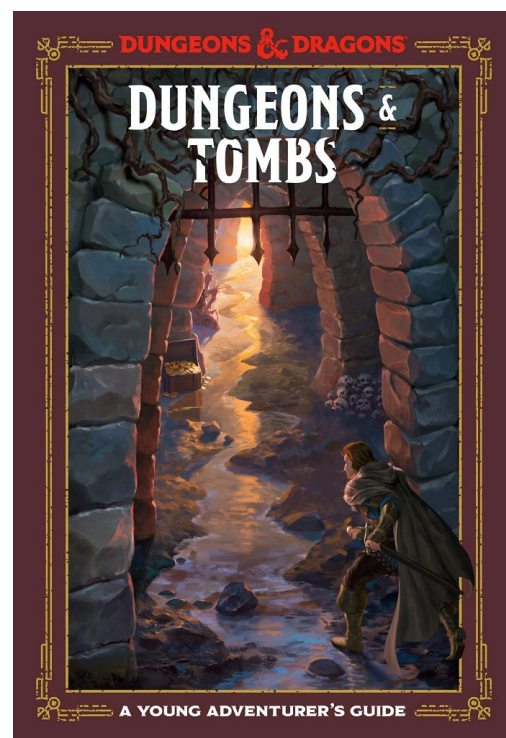
NOVELS & BOOKS



D&D YOUNG ADVENTURER'S GUIDES

If there are any young readers in your life who might enjoy flipping through pages of magical worlds, memorable monsters, and the weapons and armor of heroes, this is the series to introduce them to D&D! Three *D&D Young Adventurer's Guides* (*Warriors & Weapons*, *Monsters & Creatures*, and *Dungeons & Tombs*) are currently available, with *Wizards & Spells* set for release in March 2020.

“The *D&D Young Adventurer's Guides* are meant to introduce people—particularly ages eight to twelve—to the concept of roleplaying and character creation in the worlds that make up a *Dungeons & Dragons* game. They're not meant to replace the *D&D Starter Set* or the *Players Handbook*. They're more about giving people the ingredients for storytelling and hopefully inspiring them to want to build their own stories,” says writer Jim Zub, lead author on the *D&D Young Adventurer's Guides* alongside Stacy King and Andrew Wheeler.



(Select to view)

The emphasis of the books is on the roleplaying aspect of Dungeons & Dragons, rather than the nuts and bolts of the RPG system, allowing the next generation of players to focus on the kind of character they imagine themselves to be. “We want them to think about stories, drama, and their excitement for what’s to come. After that we can show them that they need to roll 3d6 and add up their ability scores and saving throws so they can see what all those things represent.”



(Select to view)

“When I was a kid, I was obsessed with any kind of book that would codify and organize fictional information. I loved the *Monster Manual* and books like the *Official Handbook of the Marvel Universe*. That was especially true if they included big, beautiful artwork and descriptions of the kinds of things that existed in these worlds,” Zub says, proudly noting that each of the guides includes over seventy new illustrations.

Readers will also be challenged in more traditional ways. Zub and his team have added short fiction hooks between each section, which ask readers to think about what they would do in specific situations.

“It’s all about possibilities,” he explains. “We don’t simply want those fiction and encounter options to ask, ‘Do you fight?’ or ‘Do you run?’ There are so many different types of encounters you can have. Can you negotiate peace without having to start combat?”



(Select to view)

Can you sneak into an area or convince someone you're not a threat? Yes, the game can be about

killing monsters, getting treasure, and becoming more powerful. But that's just one part of playing D&D and it's by no means the most memorable part."

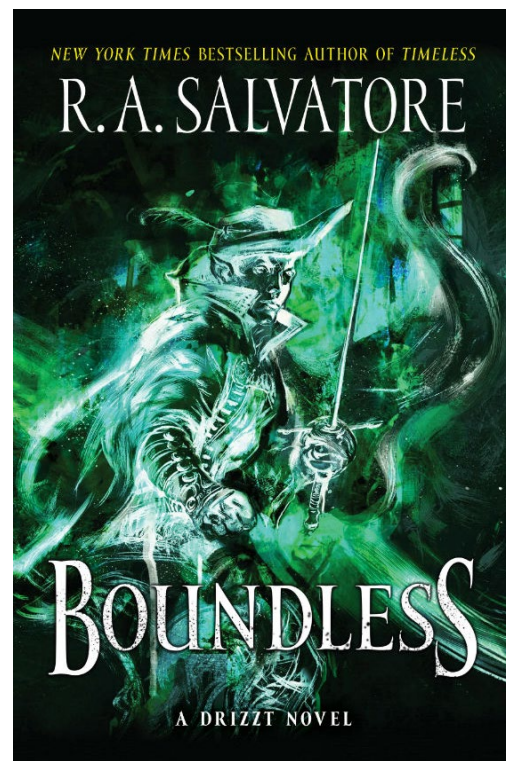
BOUNDLESS BY R.A. SALVATORE

Talk about being on brand! In a year that saw **D&D Live 2019** build a hellscape in Los Angeles and send countless gamers to the Nine Hells with *Baldur's Gate: Descent Into Avernus*, it seems the fiends are also invading the second book in author R.A. Salvatore's new *Generations* trilogy. Relentless demons hunt Drizzt and our heroes in *Boundless*, the follow up to 2018's *Timeless*.

This second book in the *New York Times* bestselling author's all-new Forgotten Realms trilogy is full of swordplay, danger, and imaginative thrills. As well as featuring one of fantasy's most beloved and enduring characters, Drizzt Do'Urden, the story also focuses on Drizzt's father,

Zaknafein.

Split between time and two worlds, Zaknafein had always been conflicted. That inner turmoil was magnified by his inferior position as a male dark elf in the matriarchal drow society. Only his status as one of the greatest warriors—as well as his friendship with the mercenary Jarlaxle—kept him sane. When he finally perished, he was content knowing he left behind a legacy as substantial as his son Drizzt.



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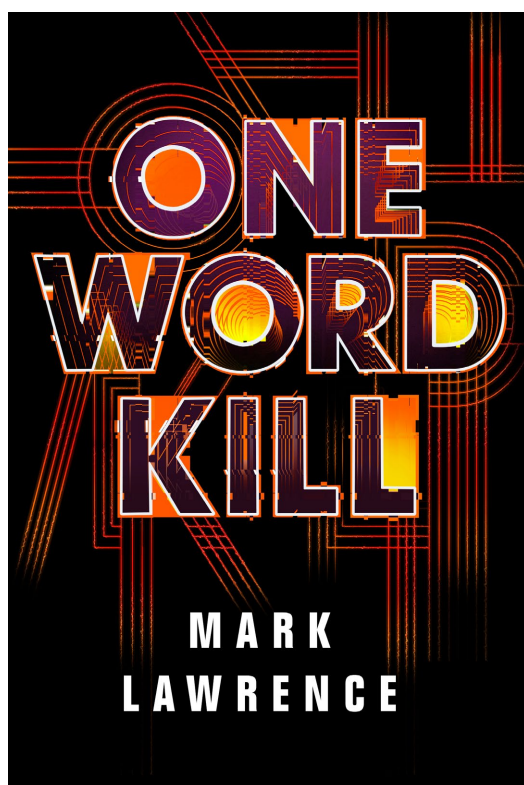
Except... someone isn't ready for Zaknafein to be dead. And now he's back, hundreds of years later, in a world he doesn't recognize. His son's companions are not the prideful—and bigoted—males the drow warrior was accustomed to in his previous life. Drizzt's circle includes dwarves, elves, and, perhaps worst of all, a human wife.

Struggling to navigate this transformed new world, Zaknafein realizes that some things have not changed: the threat of demons and the machinations of a drow matron no longer content with her family's position in the ranks of Houses.

Though he has been displaced in time, Zaknafein is still a warrior. And no matter what prejudices he must overcome, he knows he will do his duty and fight by Drizzt's side to stem the tide of darkness that threatens the Realms.

ONE WORD KILL/LIMITED WISH

“I was pulled into the world and the tale,” says author Robin Hobb (the *Farseer trilogy*, the *Soldier Son trilogy*) as she describes Mark Lawrence’s book *One Word Kill*. “Go find it and read it. I think you’ll love it.” It’s a review *Dragon+* is happy to endorse, having been similarly enchanted by a novel that blends our world with the fantasy world of Dungeons & Dragons. It’s since been followed up by book two of the *Impossible Times trilogy*, titled *Limited Wish*.



(Select to view)

Lawrence already had nine published books under his belt before beginning this new trilogy—all of them swords and sorcery novels. But *One Word Kill* was the first novel to include elements of his real life.

“*One Word Kill*, being set in the real world and moreover in the time and place that I grew up—’80s London—is bound to have more overlap with my experience. But I would say that all of my books are personal since the emotional core of them, which I feel is the most important element, draws on my experience in a variety of ways,” he tells

Dragon+, revealing that he first played Dungeons & Dragons in 1977 when a games store opened a hundred yards from his new school.

“D&D was a huge part of growing up for me, and I have translated the quality of those experiences onto the page in the *Impossible Times trilogy*.”

Without spoiling the plot, Lawrence also draws upon his twenty years as a research scientist and plumbs his knowledge of quantum mechanics to provide an interesting conundrum for his lead character. However, it turns out discussions of causality and split universes have not been as regular a topic of conversation in his day job as you might expect.

“Very few of us graduating from a physics degree ever find ourselves called upon to use what we learned on our quantum mechanics courses again,” he says with a laugh. “Unless, as in my case, we are called upon to help our children taking a similar course decades later. That’s when scientists discover we have forgotten all the mechanical parts and just remember the cool stuff! My contact with the more mind-blowing elements of science has been maintained purely through general interest and a subscription to *New Scientist* magazine.”

MSRP: \$12.99 each (D&D *Young Adventurer’s Guides: **Warriors & Weapons**; **Monsters & Creatures**; **Dungeons & Tombs***); \$27.99 **hardcover**, \$7.99 **paperback** (*Generations Book II: Boundless*); \$24.95 **hardcover**, \$14.95 **paperback**, \$4.99 **Kindle** (*Impossible Times Book I: One Word Kill*); \$24.95 **hardcover**, \$14.95 **paperback**, \$4.35 **Kindle** (*Impossible Times Book II: Limited Wish*)

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CLOTHING



FOR FANS BY FANS

For Fans By Fans is building a community that bridges the gap between fans, artists, and the worlds that inspire them. And this amazing collection of artistic fanatics (where did you think the word “fan” came from?) produces unique designs brimming with their passion for D&D. Regular competitions allow fans to submit artworks and have their designs added to the site as real-life products—check out the cream of the crop from the recent [Young Adventurer’s Challenge](#) as an excellent example. Use the code DNDGFT20 and get 20% off all D&D products on the site!



DEATH SAVES

There were some amazing releases from Joe Manganiello's clothing line in 2019, including Sacrifice to the Spiderqueen (in collaboration with Erol Otus) and Demogorgon (in black and white, or shocking color). And the range keeps on growing, highlighting work by new artists and paying homage to the rich history of D&D.

"Most of our artwork is original. We're hiring the best modern heavy metal artists to create new pieces. We work with a wide range of artists from around the globe and commission them based on their various strengths and styles to create wearable art. We look at conceptualizing something that hasn't been done before and then hire a genius artist to match that vision," Death Saves founder Manganiello tells *Dragon+*.

“With that said, we are serious historians in terms of old school fantasy, horror, and science fiction. I think you’d be hard pressed to find a piece of art in any of those categories that somehow slipped by us.”



BEADLE & GRIMM

You’re going to hell anyway, so why not fly your colors and unite with the forces of Law as they fight the endlessly entertaining (or just endless) Blood War? This T-shirt declares your membership of the 8th Infantry Legion, who have been campaigning in the Nine

Hells “since the beginning”. And yes, that’s *Dragon+* Editor-in-Chief Matt Chapman wearing it in *Agents of the Nine Hells Episode One*.



(Select to view)

WILD BANGARANG: D&D SKIRTS AND LEGGINGS

“Our journey began on the internet on November 3, 2014. One of our first licenses was *World of Warcraft*, which gave us some sweet street cred and put us on the gamer apparel map. Primarily starting out as a leggings company, we then added dresses, skirts, tops, shorts, sweatpants, jerseys, swimwear and more,” says Adam Jay, CEO & Founder at Wild Bangarang.

“We started production in China, moved it to Leicester and now produce all of our goods in Seaford, East Sussex where we are based. It’s that feel-good factor of being made in the UK but also having full control over design, production, quality control, and shipping. The Cave where we work is the central hub for all things Wild Bangarang.”

The positive response to Wild Bangarang’s Dungeons & Dragons collection has already seen new color variations added to the first designs. And Jay says the company has plans to expand even further.

“Dungeons & Dragons has so much content and the accompanying material the D&D Team provides helps us decide which route to take—be it class, race, or monsters. We’ll add further styles to our leggings and skirts, as well as diversify into jerseys, shorts,

swimwear, and fitness wear.”

Dragon+ readers can use the discount code GIFTGUIDE15 to get 15% OFF orders until midnight on December 31, 2019.



BIOWORLD

Finally! Thanks to the geniuses at Bioworld, it’s the pair of socks you actually *want* to unwrap on December 25th! Those red and black ampersands look as good on your feet as the classic D&D Red Box *Starter Set* T-shirt does on your torso. Maybe it’s our love of the chaos that usually ensues when a natural 1 lands in our dice box but the hilarity of the “I roll to sneak” lounge pants also places it firmly at the top of our wish list.



HAN CHOLO

As our selection above proves there are some amazing pieces of D&D-branded clothing to choose from. But this 3in x 11.5in patch from Han Cholo (which can either be sewn on or ironed on) turns any piece of clothing into a D&D garment fit for a Dungeon Master.



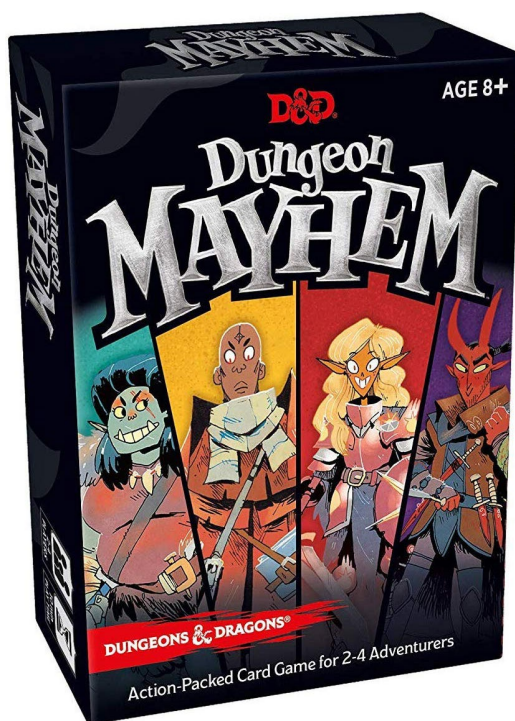
MSRP: \$65 (FFBF Beholder Hoodie); \$25 (FFBF Stylistic Ampersand Tank Top); \$25 (FFBF Displacer Noir T-shirt); \$25 (FFBF Young Adventurer's Challenge Art Nouveau Fighter T-shirt); \$25 (FFBF Critical Pride T-shirt); \$35 (Death Saves Sacrifice to the Spiderqueen T-shirt); \$45 (Death Saves Demogorgon Reflective T-shirt); \$42 (Death Saves Tomb of Horrors Long-Sleeved T-Shirt); \$75 (Death Saves Orcus Hoodie); \$29 (B&G Hells Infantry Shirt); \$46 (Wild Bangarang Leggings); \$43 (Wild Bangarang Pencil Skirts); \$14.99 (Socks); \$20.99-\$22.99 small-XX Large (Third Edition T-Shirt); \$22.90 (Hot Topic Beholder T-shirt); \$30.73 (Men's d20 Dice Grey Long-Sleeve Shirt); \$24.38 (Roll To Sneak Men's Lounge Wear); \$24.39-\$26.95 X small-XXX large (This Is How I Roll Pajamas); \$44.27 (Men's Graphic Black Hooded Sweatshirt); \$10 (Han Cholo D&D Dungeon Master Patch)

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CARD GAMES



Dungeon Mayhem

The dungeon's been cleared, the bad guys are down, and the bickering begins. The paladin's convinced that the rogue is stealing all the best loot. The wizard makes a snide remark about the barbarian's IQ. Harsh words are spoken. Swords are drawn. Spells are cast. Oh, it's on!

Dungeon Mayhem is a pocket-sized card game of feuding heroes that's as fast as it is fun. The brainchild of Jordan Comar and Roscoe Wetlaufer, the original

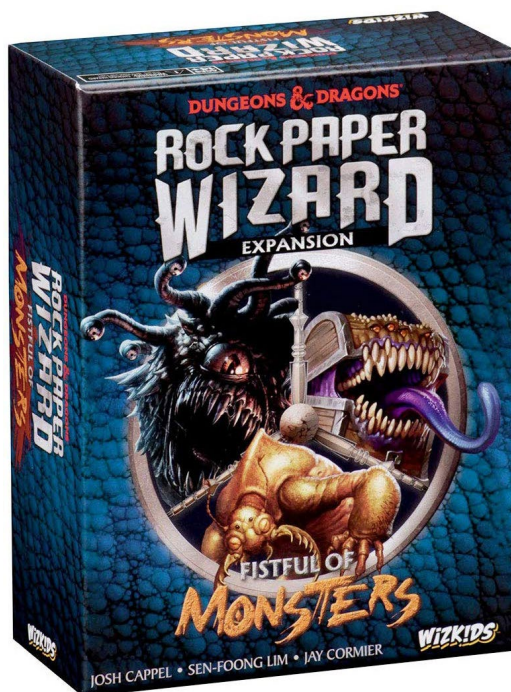
game sees two to four players battle to be the last hero standing in a frenzy of sword-swinging, spell-slinging card combat that'll appeal to seasoned adventurers and D&D newcomers alike.

We've already given you a glimpse of a future **expansion to the game** that'll bring classic D&D monsters to this battle. But the first expansion to this easy-to-learn, family-friendly D&D card game is already available.



Compatible with the base game, *Battle for Baldur's Gate* introduces two new classes: the ranger, exemplified by Minsc; and the druid, in the form of the shapeshifting Jaheira. With new art by Jake Parker (founder of popular art challenge, *Inktober*), expect a certain miniature, giant space hamster to “Go for the eyes!”

MSRP: \$14.99 (*Dungeon Mayhem*); \$9.99 (*Dungeon Mayhem: Battle For Baldur's Gate*)



Rock Paper Wizard

What could improve the classic game of *Rock, Paper, Scissors*, which has been used since time immemorial to decide everything from who's turn it is to fetch the pizza to who takes out the trash? Could anything make it more, dare we say, magical? *Rock, Paper, Wizard* does just that, adding the spell-slinging of Dungeons & Dragons to the simple game of hand gestures. (Incidentally, Adam Rex created a similar mashup by illustrating the festive

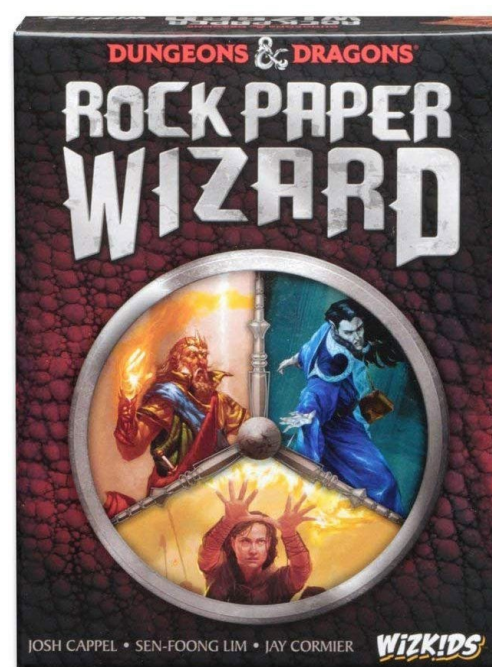
cover of *Dragon+* issue 23 in December 2018 and also illustrating *The Legend of Rock, Paper, Scissors*, written by Drew Daywalt).

In this fast-paced game for three to six players, everyone chants the

mantra “Rock! Paper! Wizard!” and then reveals the spell they’re casting by copying the hand gesture on a spell card and pointing at the person they want to affect. The chosen spell might push an opponent’s character piece towards the exit on the tabletop scale, it might advance that piece further towards the hoard, or it can manipulate the coins each wizard must collect to win the game. Using strategy, luck and a wee bit of hand coordination, your actions decide which wizard eventually scoops the loot.

Expansion *Fistful of Monsters* adds dastardly wandering monsters as a further threat. These creatures each have a unique ability that can force a wizard to move around the board, lose gold or end up injured. However, new magical items can be used in combination with spells to help players score even more loot...

MSRP: \$19.99 (*Dungeons & Dragons Rock Paper Wizard*); \$19.99 (*Dungeons & Dragons Rock Paper Wizard: Fistful of Monsters*)



THREE-DRAGON ANTE: LEGENDARY EDITION

This casual game of chance for two to six players is fun to play on its own. But add it to your Dungeons & Dragons campaign and it becomes an immersive, in-character tavern game.

Players start with gold in their hoard and place an ante in the middle of the table based on the cards they play. The idea is to



make the strongest three-card hand to beat rival players and capture all the coins on the table. There are other ways to win, even with a low card value—for example, making a set of three cards of the same strength or color can net you extra coins or provide the opportunity to draw more cards. Each card also has a special ability that can trigger based on the card just played by your opponent. These abilities might steal coins, remove cards from your opponents, or more.

The *Legendary Edition* also adds new legendary dragons, mortals, gold and platinum pieces, as well as using “Ability Disks” to combine *Three-Dragon Ante* with the Dungeons & Dragons tabletop roleplaying game!

MSRP: \$29.99 (*Three-Dragon Ante: Legendary Edition*)

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SYRINSCAPE SOUNDPACKS



As with so many companies, Syrinscape was born when an individual looked for a service, found it didn't exist, and decided to create it themselves. In this instance it was CEO and Creative Director Benjamin Loomes, who wanted to add sound effects and music to his Dungeons & Dragons home game in Sydney, Australia.

"Eleven years ago I was trying to bring sounds to my table using CDs. I started making audio recordings of environments and mixing together fifteen-minute tracks, which I would then loop," he remembers of the early days.

"That came with all the inherent qualities of a looped track. I found the inadaptability and the repetition annoying so I tried to find

something like Syrinscape and it wasn't out there. I wrote an amateurish version in my spare time in **Python** and I was using that at my own table. When I shared it as donationware on the internet people went mad for it!"

Syrinscape eventually launched as a professional entity six years ago, and up until two years ago Loomes was the only one building its sounds. At that point a new hire helped bring a fresh sound to the company and the team working with the license for Dungeons & Dragons has grown in the past eighteen months to include three composers.

"With Dungeons & Dragons we wanted to do something unique. We'd done lots of *Lord of the Rings*-style symphonic music, so for *Dragon Heist* we looked at what other styles were available. We settled on an electric guitar and a 'found' percussion style that used lots of those big bins that get picked up by trucks. It's like an epic electric symphony," Loomes remembers. "*Dungeons of the Mad Mage* on the other hand is a magical environment, so we've gone a bit techno wizard psyche out! We distorted and filtered some of those percussion noises."

Loomes says the key to creating a great soundtrack is to get a feel for the world you're going to be painting. One way to achieve that is simply to imagine what the soundtrack to a game would sound like if it was a movie.

"*Baldur's Gate: Descent Into Avernus* is *Mad Max*, which is epic apocalypse metal. We've gone full-on raging metal guitars and drumming, with a really tight modal harmony and fairly simple orchestration. That makes it very distinctive from all the other D&D content," he explains.


"But a movie soundtrack is tied heavily to the drama and it contours with the way the action is laid out on the screen. The music will build and build until a great welling moment. If you do that in a roleplaying game the music might reach that moment at a random time when the Dungeon Master is looking up whether an orc's attack bonus is +2 or +3.

"Our system allows the Dungeon Master to craft those moments themselves. For *Descent Into Avernus* we have these *Metallica*-like

intros to battle sequences which then simmer down to become a backing track. A DM can then trigger the epic guitar interventions themselves by touching those one-shots, so they have control over those motifs. And they can make the music louder or softer and mix in more vehicle sounds and other effects as necessary for their scene.”

Gamers can download the Syrinscape player at [the company’s website](#) and try the SoundPacks for free (Syrinscape also works on tablets and phones and is available on iTunes and the Google Play Store).

MSRP: \$14.30 every two months ([Dungeons & Dragons subscription](#)); \$21.98 every two months ([SuperSyrin Subscription](#))

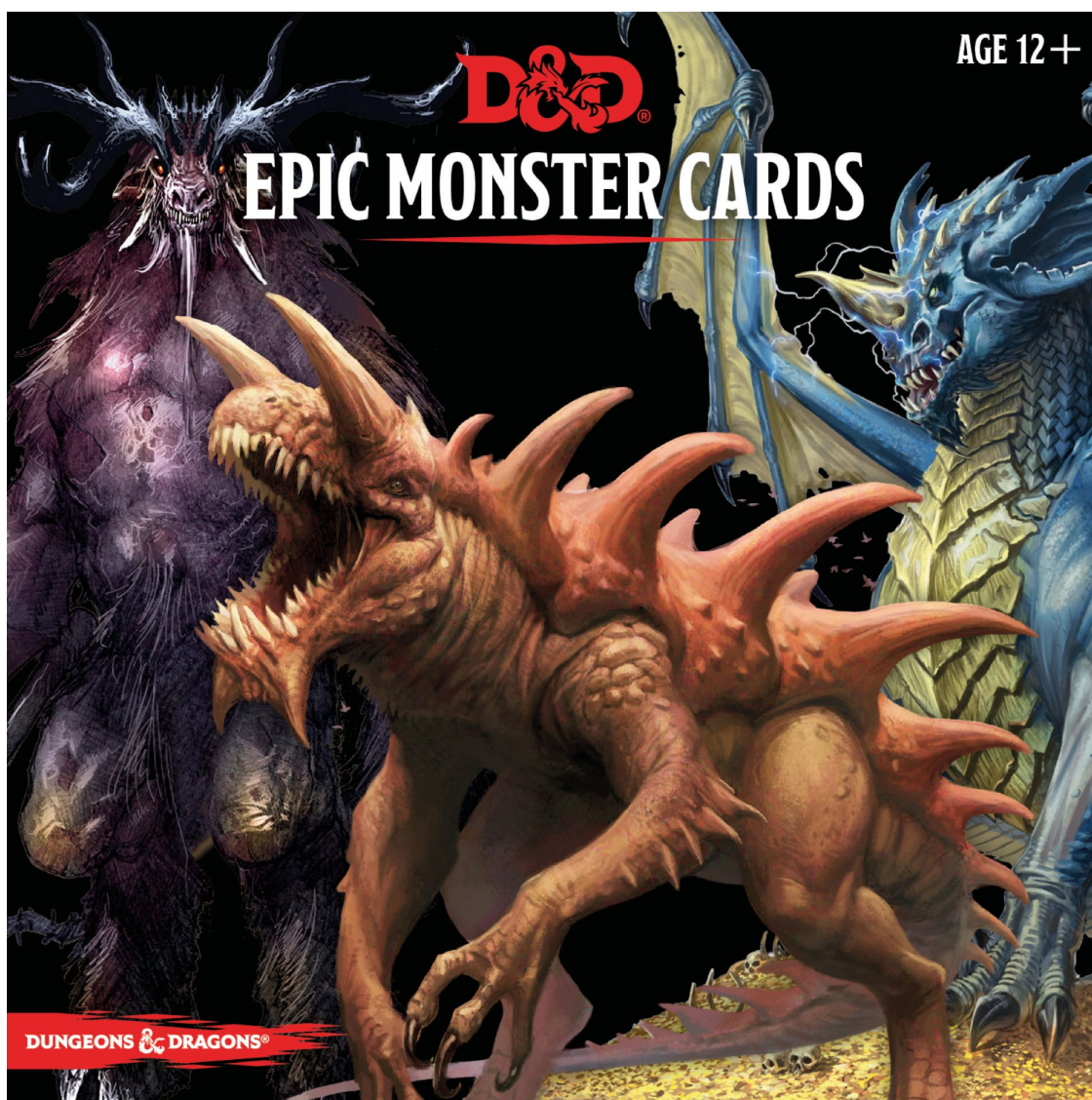


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ACCESSORIES

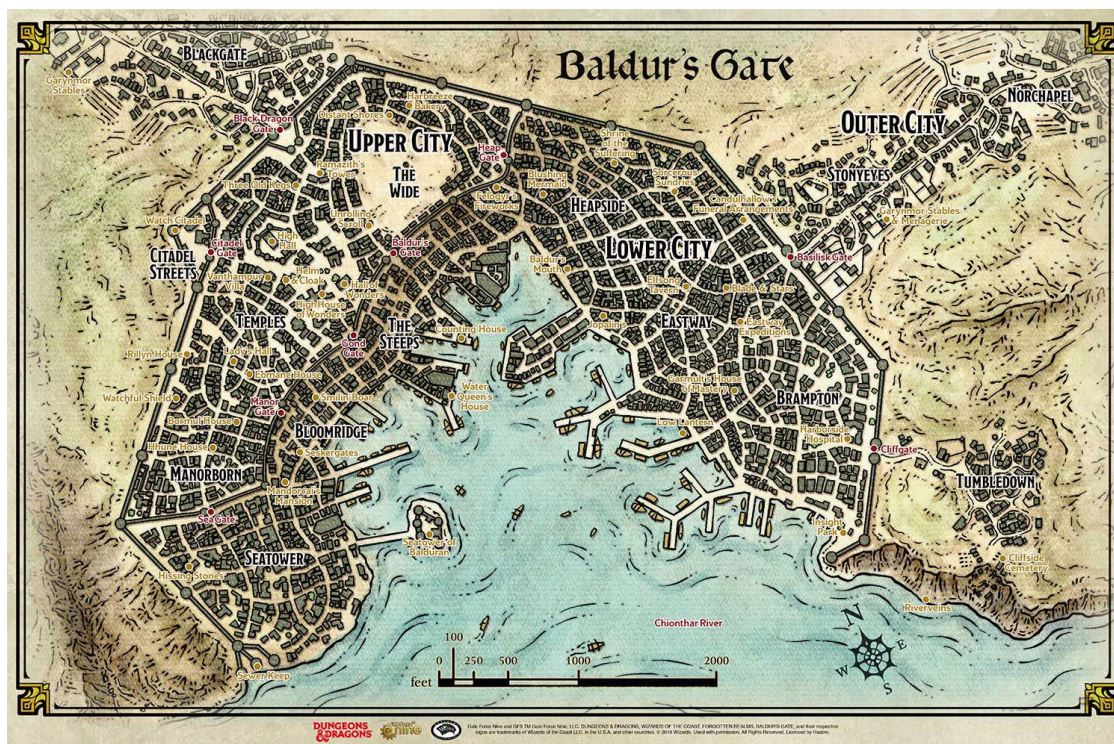


GALE FORCE NINE

Dungeon Masters deserve our respect. They spend time and effort

creating the fleshed-out NPCs and rich environments we occasionally ignore because... ooh, there's a rumor of treasure off yonder! They also deserve as much help as they can get. Gale Force Nine's Epic Monster Cards and NPC & Creature Cards give them the information they need to quickly mount a monstrous assault on the party or decide which spells the wizard whose drink you just spilled has prepped and ready to fire. The company's high-resolution poster maps also allow for incredibly detailed adventures in numerous major destinations, our favorite being the Baldur's Gate Map.





(Select to view)

FOR FANS BY FANS

It might seem like a small change given there's already a red version, but the Blue Dragon's Hoard Dice Bag from animator, gamer, **webcomic creator** and plushie maker Quietsnooze is one of our favorite new products on the For Fans By Fans site. And if you're looking to score a few choice presents for that special gamer in your life, the team has helpfully bundled together three gift sets: Beverage; Monster; and Beholder (this third collection containing the new ultra-colorful Beholder Hoodie). Use the code DNDGFT20 and get 20% off all D&D products on the site!



ULTRAPRO

Even if they're wearing rags having been imprisoned for their life choices, your characters have never been as well dressed as when their paper character sheets are stored safely in UltraPro's Character Folios. Featuring such iconic Dungeons & Dragons characters, monsters, situations, and locations as the Demogorgon, Drizzt, a drow attack, a dungeon crawl, a giant killer, the Mad Mage, Papazotl's Tomb, a shadow dragon, a tavern brawl, a wizard, and the Tomb of Annihilation, there's something here for everyone. Pair it with the amazing Mimic Dice Pouch for the most stylish look.



BEADLE & GRIMM

Waterdeep: Dragon Heist was neither an attempt to steal a powerful magical winged creature or a bank job carried out by said creatures. It was actually an attempt to find a massive haul of money, as “dragon” is the Waterdhavian term for a gold piece. Beadle & Grimm’s Pandemonium Warehouse used its crafting skills to bring the dragons to life and make the hunt even more immersive. If you thought Matthew Lillard and his co-founders were done with coins at that point, you were mistaken. The *soul coin* from their *Baldur’s Gate: Descent Into Avernus Platinum Edition* was a sturdy chunk of metal that brought home the horror of carrying these minted mortal forms around as you try to escape the Nine Hells. Both are available to buy as individual items on the company’s website—but can you still call it an “individual” item if you get three dragons per order?



BIOWORLD

As if to prove that D&D accessories come in every shape and size, Bioworld's haul ranges from an item that fits in your pocket to fabric that's so large it can cover a couch. The red enamel Ampersand keyring is a classic design, while the image of the D&D Red Box *Starter Set* or a barbarian in mid-flight about to attack a fire giant are incredible when spread across a canvas the size of a throw blanket.



MSRP: \$30 (GF9 Epic Monster Cards); \$20 (GF9 Creature & NPC Cards); \$20 (GF9 Baldur's Gate Map); \$25 (FFBF Blue Dragon's Hoard Dice Bag); \$100 (FFBF Beholder Gift Set); \$32.50 (FFBF Monster Gift Set); \$32 (FFBF Beverage Gift Set); \$9.99 each (UltraPro Character Folio); \$13.99 (UltraPro Mimic Dice Pouch); \$20 (B&G Soul Coin); \$15 (B&G 3x Dragon Coins); \$11.95 (Bioworld Ampersand Keyring); \$27.99 each (Bioworld Throw Blanket: *Starter Set*; Giant)

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BOARD GAMES



WIZKIDS: DUNGEON OF THE MAD MAGE BOARD GAME



(Select to view)

The newest entry into the Dungeons & Dragons *Adventure System* series of board games sees players journeying through the Yawning Portal into Undermountain to take on the creatures and quests that lie within. Designed for one-to-five players aged 14 and above, the game offers a number of exciting, often difficult, but ultimately rewarding adventures.

Any adventure can be played as a one-shot or they can be built into a more immersive campaign. As always, this game can be combined with the other games in the Dungeons & Dragons *Adventure System* series to build an even larger story.

Players choose from one of five different heroes, with detailed miniatures for each character: human paladin Nayeli, half-elf cleric Cormac, tiefling fighter Atka, human sorcerer Marcon, and gnome rogue Trooper. A *Premium Edition* version of the game including forty-two pre-painted miniatures is also available.

“It is very rare that I find a game that will appeal to both the more casual board gaming players *and* deliver a highly tactical experience to my core group. *Mad Mage* has everything a game needs to bridge the gap between player backgrounds,” says *MeepleGamers*.

CLUE: DUNGEONS & DRAGONS

You won’t find candlesticks, drawing rooms, or characters named after their colored markers in this version of the classic whodunnit board game. Instead, you’ll be asking was it Lulu in the Dungeon of the Dead with the mastercraft scimitar? Or Falaster in Vanthampur Villa with the silverclaw?




In *Clue: Dungeons & Dragons* an *infernal puzzle box*, delivered by a Hellrider of Elturel, has been stolen from the party of adventurers. Determined to reclaim their box of infernal secrets, one of Zariel’s minions has slain and secretly replaced an adventurer, unbeknownst to the rest of the party members!

(Select to view)

In the grand tradition of *Clue*, the heroes must try to figure out who has been replaced by a devil in disguise, which weapon was used in the execution, and where in the Forgotten Realms the *infernal puzzle box* is hidden.


Your browser can't play this video.

[Learn more](#)



The six suspects are Minsc and Boo, Falaster Fisk, Lulu the hollyphant, Sylvira Savikas, Reya Mantlemorn, and Slobberchops. But which one of them is the devil? The game also includes six pewter tokens representing weapons from the game, including a great sword, a *horn of blasting*, a demon longbow, and a *censor of remembrance*.

MSRP: \$79.99 (*Waterdeep: Dungeon of the Mad Mage Adventure System Board Game*); \$159.99 (*Waterdeep: Dungeon of the Mad Mage Adventure System Board Game Premium Edition*); \$39.99 (*Clue: Dungeons & Dragons*)



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D&D Classics: 45th anniversary of Dungeons & Dragons

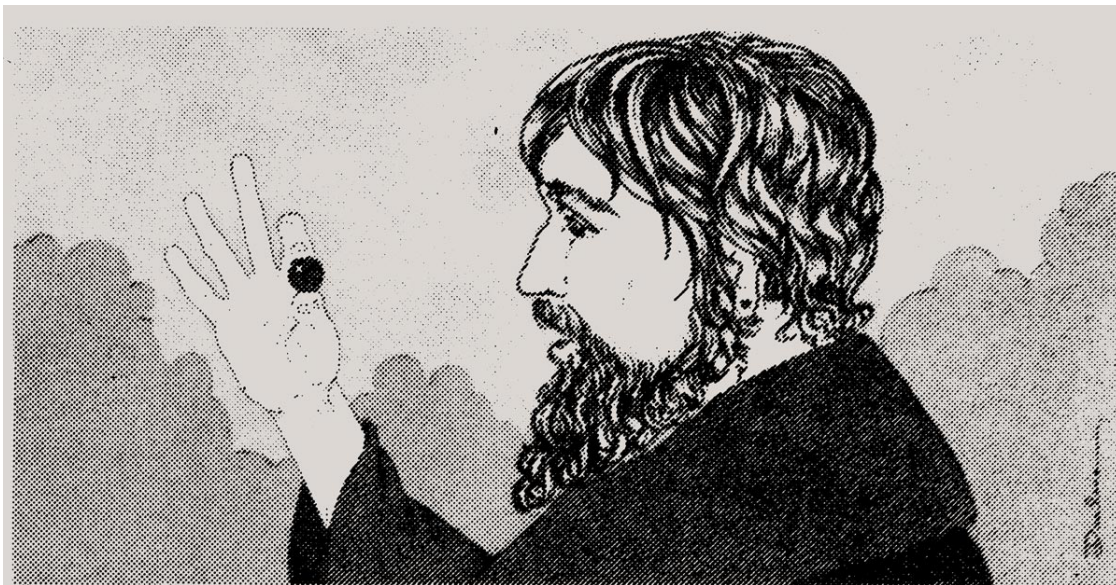
It's the 45th anniversary of Dungeons & Dragons
—and so we look back at anniversary gifts,
holiday wishes, and notable figures of lore in our
latest Dragon Classics!

Bart Carroll



HAPPY, HAPPY ANNIVERSARY!

2019 turns out to be something of an auspicious year. Not only is it the fifth anniversary of fifth edition, it's also the 45th anniversary of Dungeon & Dragons (as noted with our [45th anniversary dice set](#))—in other words, the game's sapphire anniversary!



The Value of Gems

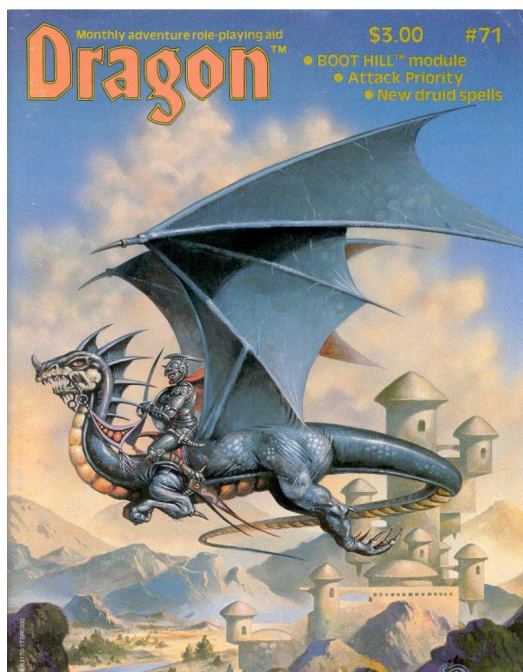
The first edition AD&D *Dungeon Master's Guide* has much to say about gems (and much else; its pages continually make for outstanding reading of a great many ends and odds). Take for example its section on the “Value and Reputed Properties of Gems and Jewelry”. Not only do we learn the monetary value of various gemstones but also their reputed magical properties as well.

As a younger reader, I had no idea the source of inspiration for this material was taken from medieval **lapidaries**. But according to the *DMG's* version, rubies provide good luck, while sapphires aid in the understanding of problems as well as the killing of spiders!

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(On the subject of anniversaries: this year also marks the ruby anniversary of the first edition AD&D *Dungeon Master's Guide*—and our recent Extra Life adventure, *Infernal Machine Rebuild*, marries together the *DMG's* sample dungeon with the famed first edition *Player's Handbook* cover image of the Moloch statue and its ruby eyes.)

Figures of Myth and Legend



Also factoring into the Extra Life adventure are a number of figures from deep within the game's lore. As noted, DMs have the option of whether to include these characters, as the adventure does tend to play around with their previous backstories (to put it mildly; in other words, it bends, folds, and mutilates certain elements of canon as adventure options).

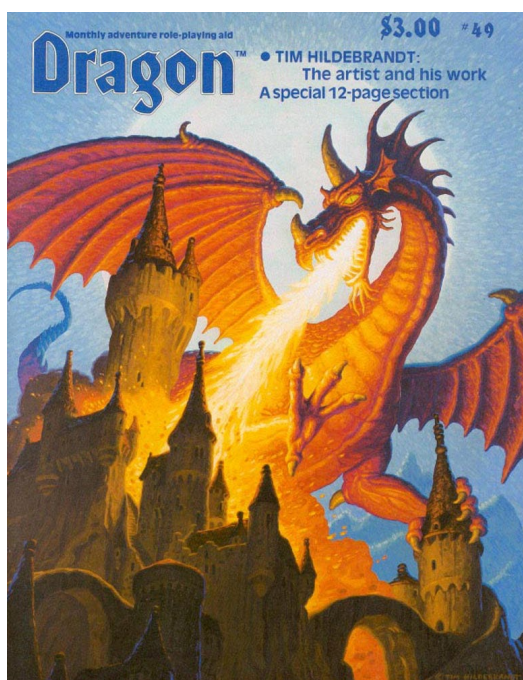
Curious about who these figures are? Many may already be familiar to you, immortalized in the names of certain monsters, spells, and magic items—consider *Nolzur's marvelous pigments*, *Queen Ehlissa's Marvelous Nightingale*, and Thessalar's thessalhydra. In addition, several more have made their appearance in past issues of *Dragon* magazine, including issue 71 (which also references the adventure module *EX-2: Land Behind the Magic Mirror*):

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Best Wishes

Finally, *Infernal Machine Rebuild* centers around the search for missing components to recreate the fabled *Infernal Machine of Lum the Mad*—an artifact whose powers include the potential to grant *wishes* (should adventurers chance upon the right combination of its instruments).



In the spirit of the season, we'd like to wish everyone the very best of holiday wishes—and conclude with a *Best of Dragon Magazine* article on the mechanics of making wishes come true!

[Download PDF](#)

MORE HOLIDAY GOODIES!

If you're looking for holiday-themed content to run, we have you covered! The following material appeared in past issues of *Dragon+*. Enjoy!

Betrayal at Baldur's Gate: Spare the Rod

[Download PDF](#)

Nicolas the Gift-Giver's Northern Palace

[Download PDF](#)

Winter's Splendor

[Download PDF](#)

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CHANGING ALIGNMENT

Whether or not the character actively professes some deity, he or she will have an alignment and serve one or more deities of this general alignment indirectly and unbeknownst to the character. Changing of alignment is a serious matter, although some players would have their characters change alignment as often as they change socks. Not so!

First, change of alignment for clerics can be very serious, as it might cause a change of deity. (See **DAY-TO-DAY ACQUISITION OF CLERIC SPELLS.**) If a druid changes his or her alignment — that is, becomes other than neutral — then he or she is no longer a druid at all! Change of alignment will have an adverse effect on any class of character if he or she is above the 2nd level.

Immediately upon alignment change actually occurring, the character concerned will lose one level of experience, dropping experience points to take him or her to the very beginning of the next lower level, losing the hit die and/or hit points, and all abilities which accrued to him or her with the lost level. If the alignment change is involuntary (such as that caused by a powerful magic, a curse, etc.), then the character can regain all of the losses (level, hit die, etc.) upon returning to his or her former alignment as soon as is possible and after making atonement through a cleric of the same alignment — and sacrificing treasure which has a value of not less than 10,000 g.p. per level of experience of the character. The sacrificial amount is variable, so use your best judgment as to the total and what and where it should go — magic items to build up the NPC cleric, money out of the campaign, magic items out of the campaign, etc. Similarly, such atonement and sacrifice can be accomplished by a quest. Note that, in all likelihood, the character will desire to retain the new alignment, and it is incumbent upon you as DM to ensure that the player acts accordingly. Some equally powerful means (divine intervention, *remove curse*, etc.) must be used to restore the original alignment before atonement can begin.

Characters who knowingly or unknowingly change alignment through forethought or actions permanently lose the experience points and level due to disfavor. They must also accept a severe disability in alignment language during a one level transitional period. Until the character has again achieved his or her former level of experience held prior to change of alignment, he or she will not be able to converse in the former alignment's tongue nor will anything but the rudest signaling be possible in the new alignment language. (See **ALIGNMENT LANGUAGE.**) Although it is possible for a character to allow himself or herself to be blown by the winds as far as alignment is concerned, he or she will pay a penalty which will effectively damn the character to oblivion.

A glance at the alignment chart will show that radical alignment change is impossible without magical means. If one is *chaotic good*, it is possible to change to *neutral good* or *chaotic neutral* only, depending upon desire and/or actions. From the absolute *neutral* alignment one can only move to some neutral-based alignment. This represents the fact that the character must divorce himself or herself from certain precepts and views and wholeheartedly embrace another set of values, and human nature is such that without radical personality alteration (such as caused by insanity or magic in the case of this game) such transition must be gradual.

It is assumed that the character's initial alignment has been his or hers for a considerable period prior to the character's emergence as an adventurer. This ethos will not be lightly changed by a stable, rational individual. It is recommended that you do not inform players of the penalty which will occur with alignment change, so that those who seek to use alignment as a means of furthering their own interests by conveniently swapping one for another when they deem the time is ripe will find that they have, instead, paid a stern price for fickleness.

MONEY

PLAYER CHARACTER STARTING MONEY

The amount of funds which each player begins with is kept low to prevent the game from becoming too easy. Players learn from the beginning that they are never able to obtain all of the goods they would like in order to feel safe and satisfied. Explain to players that sums they begin with (see **PLAYERS HANDBOOK, MONEY**) represent inherited monies and savings. A magic-user, for example, has had to expend most ready cash he or she possessed on training; monks are ascetics who don't care about material possessions in any event, so they do not accumulate much money prior to becoming adventurers and treasure seekers.

If you have a difficult campaign, and you opt to bestow a limited number of special items to player characters at the beginning of the game (a potion, a magic goodie such as a +1 dagger, or even something as mundane as a family suit of plate mail) you should adjust starting money accordingly. The game is always supposed to be a challenge, to cause players to want for something, and to wish to adventure with their characters in order to obtain the desired things. Remembering that good players will be able to gain from nearly any successful encounter — there will always be some armor and weapons or equipment to be gained from an adventure — you should not hesitate to be stingy and tight right from the beginning of a campaign!

PLAYER CHARACTER EXPENSES

Each player character will automatically expend not less than 100 gold pieces per level of experience per month. This is simply support, upkeep, equipment, and entertainment expense. These costs are to be deducted by the Dungeon Master automatically, and any further spending by the PC is to be added to these costs. Such expense is justified by the "fact" that adventurers are a free-wheeling and high-living lot (except, of course, for monks). Other miscellaneous expenditures by player characters encompass such things as additional equipment expense for henchmen or hirelings, costs of hirelings, bribes, costs of locating prospective henchmen, and so on. To such costs are to be added:

MAINTENANCE OF HENCHMEN	100 g.p. per level per month*
MAINTENANCE OF STRONGHOLD	1% of total cost of stronghold per month

*This is in **addition** to all treasure shares

Finally, any taxation or other levies must be taken into consideration, along with contributions to the player character's religious organization. All of these costs will help assure the PCs have a keen interest in going out and adventuring in order to support themselves and their many associates and holdings.

You may reduce costs according to prevailing circumstances if you feel it is warranted, but even so doing should not give rise to excess funds on hand in the campaign.

VALUE AND REPUTED PROPERTIES OF GEMS AND JEWELRY

Gems:

The base value of gems found in a treasure can be determined in whole or by lots of 5 or 10 stones by rolling percentile dice:

Dice Score	Base Value	Description	(or Size)
01-25	10 g.p. each	Ornamental Stones	very small
26-50	50 g.p. each	Semi-precious Stones	small
51-70	100 g.p. each	Fancy Stones	average
71-90	500 g.p. each	Fancy Stones (Precious)	large
91-99	1,000 g.p. each	Gem Stones	very large
00	5,000 g.p. each	Gem Stones (Jewels)	huge

Value of a gem depends upon its type, quality and weight. A huge semiprecious stone — carnelian, for example — is worth as much as an average gem stone, quality being equal. Size may vary from stone to stone, a 50 g.p. ornamental stone being of above average size, while a 50 g.p. gem stone would most likely be very small.



Increase Or Decrease Of Worth Beyond Base Value: If you do not place specific value on each gem in a treasure, showing rather the base value of each gem instead, then variation in the worth of each stone should be allowed. This variation will generally result in some increase, although there is a chance for decreasing value as well (see below). To find if a gem increases in value, roll a d10 for each stone, and consult the table below:

Die	Result
1	Stone increases to next higher base value; roll again ignoring results above 8. Stones above 5,000 gold piece value progress as follows: 10,000 GP, 25,000 GP, 50,000 GP, 100,000 GP, 250,000 GP, 500,000 GP, and 1,000,000 GP — the absolute maximum. No stone may increase beyond 7 places from its initial base value.
2	Stone is double base value. Do not roll again.
3	Stone is 10% to 60% above base value. Roll d6 to find new value. Do not roll again on this table.
4-8	Base value shown is unchanged.
9	Stone is 10% to 40% below base value. Roll d4 to find new value. Do not roll again on this table.
0	Stone decreases to next lower base value; roll again on this table, ignoring any result below 2. Stones below 10 gold piece value are: 5 GP, 1 GP, 10 SP, 5 SP, and 1 SP. No stone may decrease beyond 5 places from its initial base value.

When base value only is known, use the table above, and roll for each stone. Stones for which a 1 or a 0 is rolled must be diced for again on the table, but all others are excluded from such rolls. If large numbers of stones are in question, it is suggested that they be diced for in groups in order to make the process less time-consuming.

KEY TO GEM PROPERTIES

transparent (no notation)
translucent (*italics*)
opaque (*)

ORNAMENTAL STONES, Base Value 10 g.p.:

1. Azurite*: mottled deep blue
2. *Banded Agate*: striped brown and blue and white and reddish
3. Blue Quartz: pale blue
4. *Eye Agate*: circles of gray, white, brown, blue and/or green
5. Hematite*: gray-black
6. Lapis Lazuli*: light and dark blue with yellow flecks
7. Malachite*: striated light and dark green
8. *Moss Agate*: pink or yellow-white with grayish or greenish "moss markings"
9. Obsidian*: black
10. Rhodochrosite*: light pink
11. *Tiger Eye*: rich brown with golden center under-hue
12. Turquoise*: light blue-green

SEMI-PRECIOUS STONES, Base Value 50 g.p.:

1. Bloodstone*: dark gray with red flecks
2. Carnelian*: orange to reddish brown (also called Sard)
3. Chalcedony*: white
4. *Chrysoprase*: apple green to emerald green
5. Citrine: pale yellow brown
6. Jasper*: blue, black to brown
7. *Moonstone*: white with pale blue glow
8. Onyx*: bands of black and white or pure black or white
9. Rock Crystal: clear
10. Sardonyx*: bands of sard (red) and onyx (white) or sard*
11. Smoky Quartz: gray, yellow, or blue (Cairngorm), all light
12. Star Rose Quartz: translucent rosy stone with white "star" center
13. Zircon: clear pale blue-green

FANCY STONES, Base Value 100 to 500 g.p.:

1. Amber: watery gold to rich gold (100)
2. Alexandrite: dark green (100)
3. Amethyst: deep purple (100)
4. Aquamarine: pale blue green (500)
5. Chrysoberyl: yellow green to green (100)
6. Coral*: crimson (100)
7. Garnet: red, brown-green, or violet (the most prized) (100) (500)

8. Jade: light green, deep green, green and white, white (100)
9. Jet*: deep black (100)
10. Pearl*: lustrous white, yellowish, pinkish, etc. to pure black (the most prized) (100) (500)
11. Peridot: rich olive green (Chrysolite) (500)
12. Spinel: red, red-brown, deep green, or very deep blue (the most prized) (100) (500)
13. Topaz: golden yellow (500)
14. Tourmaline: green pale, blue pale, brown pale, or reddish pale (100)

GEM STONES, 1,000 or more g.p. Base Value:

1. *Black Opal*: dark green with black mottling and golden flecks
2. *Black Sapphire*: lustrous black with glowing highlights (5,000)
3. Diamond: clear blue-white with lesser stones clear white or pale tints (5,000)
4. Emerald: deep bright green
5. *Fire Opal*: fiery red
6. Jacinth: fiery orange (Corundum) (5,000)
7. *Opal*: pale blue with green and golden mottling
8. Oriental Amethyst: rich purple (Corundum)
9. Oriental Emerald: clear bright green (Corundum) (5,000)
10. Oriental Topaz: fiery yellow (Corundum)
11. Ruby: clear red to deep crimson (Corundum) (5,000)
12. Sapphire: clear to medium blue (Corundum)
13. *Star Ruby*: translucent ruby with white "star" center
14. *Star Sapphire*: translucent sapphire with white "star" center

Jewelry:

The base value of jewelry is determined by percentile dice roll, just as with gems:

Dice Roll	Base Value	Description
01-10	100-1,000 g.p.	Ivory or wrought silver
11-20	200-1,200 g.p.	Wrought silver and gold
21-40	300-1,800 g.p.	Wrought gold
41-50	500-3,000 g.p.	Jade, coral or wrought platinum
51-70	1,000-6,000 g.p.	Silver with gems
71-90	2,000-8,000 g.p.	Gold with gems
91-00	2,000-12,000 g.p.	Platinum with gems

Once jewelry's base value is determined, each piece should be checked for workmanship and design by rolling a 10-sided die. Each 1 rolled indicates the piece of jewelry in question is of exceptional value and thus either goes to the highest possible value in its class or to the next higher class (where its base value is re-determined and its workmanship and design are again checked). Any piece of jewelry set with gems must also be checked for the possibility of an exceptional stone in the setting. Any score of 1 on an 8-sided die indicates that the value of the piece of jewelry increases by 5,000 gold pieces, and these exceptional pieces are further checked by rolling a 6-sided die, each successive 1 doubling the increase, i.e., 10,000 g.p., 20,000 g.p., 40,000 g.p., 80,000 g.p., to a maximum of 640,000 gold pieces.

The Dungeon Master can, of course, name what each piece of jewelry is (bracelet, brooch, crown, earrings, necklace, pendant, ring, tiara, etc.), giving its substance and the number and value of its stones.

REPUTED MAGICAL PROPERTIES OF GEMS

Gem Type or Color	Effects or Uses
Agate	Restful and safe sleep
Alexandrite	Good omens
Amber	Wards off diseases
Amethyst	Prevents drunkenness or drugging
Beryl	Wards off foes
Bloodstone	Weather control
Carbuncle	Powers of dragon's sight
Carnelian	Protection from evil
Cats' eye agate	Protection from spirits
Chalcedony	Wards off undead
Chrysoberyl	Protection from possession
Chrysolite	Wards off spells
Chrysoprase	Invisibility
Coral	Calms weather, safety in river crossing, cures madness, stanches bleeding

Diamond	Invulnerability vs. undead
Hematite	Aids fighters, heals wounds
Jacinth	Luck travelling, wards off plague, protection from fire
Jade	Skill at music and musical instruments
Jasper	Protection from venom
Jet	Soul object material
Lapis Lazuli	Raises morale, courage
Malachite	Protection from falling
Malachite & Sunstone	Wards off spells, evil spirits, and poisons
Moonstone	Causes lycanthropy
Olivine	Protection from spells
Onyx	Causes discord amongst enemies
Peridot	Wards off enchantments
Ruby	Gives good luck
Sapphire	Aids understanding of problems, kills spiders, boosts magical abilities
Sapphire, Star	Protection from magic
Sard	Benefits wisdom
Serpentine	Adds to wile and cunning
Topaz	Wards off evil spells
Turquoise	Aids horses in all ways (but stone shatters when it operates)
Black	The Earth - darkness - negation
Blue	The Heavens - truth - spirituality
Clear	The Sun - luck
Green	Venus - reproduction - sight - resurrection
Red	Hemorrhaging control - heat
White	The Moon - enigmatic
Yellow	Secrecy - homeopathy - jaundice

NOTE REGARDING THE MAGICAL PROPERTIES OF GEMS, HERBS, et al.

Regardless of what qualities gems, herbs, and other substances are purported to possess, the mere possession of a score of a type of gem or a bale of some herb will convey absolutely no benefit of magical nature to the character concerned. These special qualities are given herein merely as information for Dungeon Master use in devising special formulae for potions, inks, etc. The information might also prove useful in other ways, particularly with regard to description of magic items, laboratories, and so on. Under no circumstances should you allow some player to convince you to the contrary!

VALUES OF OTHER RARE COMMODITIES

Furs: Type	Pelt	Trimming*	Cape or Jacket	Coat
beaver	2 g.p.	20 g.p.	200 g.p.	400 g.p.
ermine	4 g.p.	120 g.p.	3,600 g.p.	7,200 g.p.
fox	3 g.p.	30 g.p.	300 g.p.	600 g.p.
marten	4 g.p.	40 g.p.	400 g.p.	800 g.p.
mink	3 g.p.	90 g.p.	2,700 g.p.	5,400 g.p.
muskrat	1 g.p.	10 g.p.	100 g.p.	200 g.p.
sable	5 g.p.	150 g.p.	4,500 g.p.	9,000 g.p.
seal	5 g.p.	25 g.p.	125 g.p.	250 g.p.

*on collar, cuffs, and edges of typical garment

Roll d10 and adjust value as follows:

1 = -10%	5-8 = as shown
2 = -20%	9 = +10%
3 = -30%	0 = +20%
4 = -40%	

Brocade*/Tapestry	1-20 g.p./square yard
Incense, rare	5-30 g.p./stick
Ivory	3-6 g.p./pound
Pepper	1 g.p./ounce
Perfume, rare	1-6 g.p./dram
Silk	1-3 g.p./square yard
Spice, rare	1-4 s.p./scruple
Unguent, rare	10-60 g.p./gill

*Includes fine carpet and rugs as well

ARMOR, ARMOR CLASS & WEAPONS

TYPES OF ARMOR & ENCUMBRANCE

The encumbrance factor for armor does not consider weight alone; it also takes into account the distribution of the weight of the armor and the relative mobility of the individual wearing the protective material. Therefore, weights for armor shown below are adjusted weights, and base movement speed is likewise shown.

Armor Type	Bulk	Weight*	Base Movement
BANDED	bulky	35#+	9"
CHAIN	fairly	30#+	9"
CHAIN, ELFIN	non-	15#	12"
LEATHER	non-	15#	12"
PADDED	fairly	10#	9"
PLATE (MAIL)	bulky	45#	6"
RING	fairly	25#	9"
SCALE	fairly	40#	6"
SHIELD, LARGE	bulky	10#	—
SHIELD, SMALL	non-	5#	—
SHIELD, SMALL, WOOD	non-	3#	—
SPLINT	bulky	40#	6"
STUDDED (LEATHER)	fairly	20#	9"

*Assumes human-size.

Armor Types:

Banded Mail is a layered armor with padding, light chain, and series of overlapping bands of armor in vulnerable areas. Weight is somewhat distributed.

Chain Mail is padding plus interlocking mesh armor covering the upper and lower body. Vulnerable areas have multiple thicknesses. Weight falls upon the shoulders and waist of the wearer.

Chain, Elfin, is a finely wrought suit of chain which is of thinner links but stronger metal. It is obtainable only from elvenkind who do not sell it.

Leather Armor is shaped *cuir bouli* (leather hardened by immersion in boiling oil) cuirass and shoulder pieces and softer shirt and leggings.

Padded Armor is heavily padded, quilted coat and an additional soft leather jerkin and leggings.

Plate Mail is light chain with pieces of plate — cuirass, shoulder pieces, elbow and knee guards, and greaves. Weight is well distributed. (Plate armor is a full suit of plate which is no more weighty and a bit less bulky, considering what is known as "field plate". If you allow such armor in your campaign, use the same weight, with a 9" movement base and a base armor class of 2 sans shield. Such armor would be very expensive, c. 2000 g.p.).

Ring Mail is relatively soft leather armor over padding. To the long coat of leather are sewn metal rings. This makes the coat rather heavy and bulky.

Scale Mail is armor similar to ring mail, but overlapping scales of metal are sewn to both coat and leggings—or a skirted coat is worn. As with chain, weight falls mainly on the wearer's shoulders and waist.

Shield, Large, includes such shields as the large Viking round shields or the Norman kite shields. They are made of wood, covered with leather, and bordered with a soft iron banding at the edges.

Shield, Small, is the typical kite and heater shields or small round shields constructed as a large shield, or else made of metal (more rare by far).

Shield, Small, Wooden, is the same as other shields, but it lacks the metal binding and reinforcement, so it will be more easily split.

Splint Mail consists of light chain, greaves, and a leather coat into which are laminated vertical pieces of plate with shoulder guards.

Studded Leather is leather armor to which have been fastened metal studding as additional protection, usually including an outer coat of fairly close-set studs (small plates).

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GREYHAWK'S WORLD.

When our editors were going over the manuscript for *The Land Beyond The Magic Mirror* (module GC S8/X2), the question arose: Just who were Murlynd, Keoghtom, and Heward? I replied that they were "personages" — above the status of important characters, by and large, but not quite demi-gods and certainly not heroes. They are, in fact, *quasi-deities*, and I have named them such forevermore! In Greyhawk's World there are quite a number of such, but only Heward, Keoghtom, and Murlynd are currently placed so as to interact with player characters. The inactive list includes Daern, Johydee, Nolzur, Quaal, and Tuerny. Characters of personage status such as Bucknard (NPC), Mordenkainen (my own), Otiluke (NPC), and Tenser (PC), to name but a few, are not as powerful and broadly endowed as are the quasi-deities.

Because "retired" characters will occasionally come into play, and the action can lead to more experience and power, I am presenting the three active quasi-deities of Greyhawk's World for DM and player alike to inspect and assess. At least one was once actually a player character, by the way. Using these three as guidelines, it should not prove too difficult for the DM to act to bring very special "retired" player characters, and possibly some of your most successful NPCs too, into the realm of the quasi-deity. By means of dual-class work, special situations, successful questests, and the completion of defined tasks, the former PCs can be elevated to the new status.

It is very important that quasi-deities be kept in tight control by the DM. Even though they might have once been the characters of game participants, their exalted status now moves them to different realms. Until such time as the campaign has developed sufficiently to allow the free interaction of characters of such power, the DM must control quasi-deities, just as other deities and their ilk are the province of the DM.

All that said, here are Heward, Keoghtom, and Murlynd. Because the personages of Mordenkainen, Bucknard, *et al*, are actively used or played in my campaign, I cannot give details of their power

and possessions. Suffice it to say that their status is something less than that of the quasi-deities. As usual, if you have pertinent comments, please pass them on to me. I probably will not be able to reply, but all such information is noted and might well affect the course of the further development of the AD&D™ game system!

HEWARD

(Quasi-Deity)

ARMOR CLASS: -3
MOVE: 15"
HIT POINTS: 96
NO. OF ATTACKS: 2
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: 50%
SIZE: *M (6' tall)*
ALIGNMENT: *Neutral (good)*
WORSHIPPERS' ALIGNMENT: *n/a*
SYMBOL: *n/a*
PLANE: *Prime Material (principally)*
CLERIC/DRUID: *Nil*
FIGHTER/PALADIN/RANGER: *Nil*
MAGIC-USER/ILLUSIONIST: *10th level*
in each
THIEF/ASSASSIN: *Nil*
MONK: *Nil*
BARD: *20th level*
PSIONIC ABILITY: *VI*
Attack/Defense Modes: Nil/nil
S:18 I:20 W:8
D:17 C:18 CH:11 CO:11

Heward is of indeterminate age, appearing both young and old at the same time. He is athletic and strong, quick and lively. Although his pate is bald, Heward has a luxurious moustache and small beard of sandy brown. His forehead is wrinkled, but his cheeks are rosy and fresh. Heward always wears shabby garb or finery which is old and out of fashion (thus actually creating a style all his own, and a quite remarkable one at that). Although distinctive, Heward has the

power to be quite unnoticeable when he so desires, simply by willing it; no magic aura betrays this anonymity.

Because of his non-aggressive philosophy, Heward seldom carries any major weapon. Usually he will have only a +3 *hornblade* knife and possibly a *magic quarterstaff* +6. He is able to use any weapon permitted to magic-users, bards,



or illusionists without non-proficiency penalty, but Heward dislikes so doing, for he favors passive defense unless severely threatened.

Similarly, Heward is uncomfortable with protective devices, although he does employ a special herbal mix which bestows an armor class of 0 to his body; this, coupled with his dexterity, gives him his usual AC -3 rating. In addition, Heward possesses a +3 "*luckstone*" which gives the usual benefits on dice rolls.

In addition to his magical powers, Heward is able to employ any standard musical instrument to enhance his bard skill. Obvious exceptions are single-note

BY
E. GARY GYGAX

horns and drums, but other instruments of brass, percussion, or woodwind classification are included with the typical stringed instruments of bardic nature.

Heward's magical resistance is of the uniform sort, applicable evenly to all sorts of spells. Heward understands the arcane art of technology, and is particularly adept with mechanical items. His domicile is reputed to have many devices of occult nature — engines, clockworks, and other sorts of incomprehensible things. These devices, as well as golem-machines, are said to serve in many ways in his strange stronghold.

The domicile of Heward is nondescript on the exterior. It extends into many extra-dimensional spaces, so its interior actually contains all manner of rooms and spaces — from cramped lofts to a grand auditorium with a great organum, including open gardens and spacious parks. This domicile is a nexus which touches parallel worlds, many planes, and the dimension of time.

Heward will always have various pitch pipes and tuning forks with him. The powers of these instruments are basically twofold: One will provide defensive magical effects, the other is for movement to other planes. By using any two or more in combination, he is able to create music of bardic sort which can charm and cast various druid-type spells.

Although Heward is most probably encountered alone, there is a 20% chance he will be in company with 1 (80%) or 2-3 of the following: Celestian (DRAGON #68), Fharlanghn (#68), Zagyg (#69), Keoghtom, Mordenkainen, and Murlynd.

KEOGHTOM

(Quasi-Deity)

ARMOR CLASS: -8

MOVE: 24"

HIT POINTS: 77

NO. OF ATTACKS: 4

DAMAGE/ATTACK: *By weapon type*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 77%

SIZE: *M (5½' tall)*

ALIGNMENT: *Neutral (good)*

WORSHIPPERS' ALIGNMENT: *n/a*

SYMBOL: *n/a*

PLANE: *See below*

CLERIC/DRUID: *14th level cleric*

FIGHTER: *Nil*

MAGIC-USER/ILLUSIONIST: *18th level/16th level*

THIEF/ASSASSIN: *Nil*

MONK: *10th level*

BARD: *20th level*

PSIONIC ABILITY: *VI*

Attack/Defense Modes: *Nil/nil*

S:12 I:19 W:18

D:20 C:15 CH:16 CO:13

Keoghtom appears as a young, slightly

built man, typically arrayed in green garb of elven sort or else resplendent in silken finery. Of course, he can use magic to alter his appearance, but he seldom does so.

Being quick of movement and deadly of aim, Keoghtom usually bears a short bow and a short sword. He is adept with both and has the following bonuses "to hit" and damage:

	Dexterity	Expertise	Total
Short bow ¹	+3/-	+2/+2	+5/+2 ¹
Short sword	—	+2/+4	+2/+4

¹ — Bonus applies at all ranges,

and damage is doubled at point blank and short range.

Although Keoghtom does not use spells as a deity does, he is not subject to the usual restrictions of class, either. He is able to use weapons, spells, and various abilities of professional sort in complete freedom. Thus, Keoghtom combines the abilities of many classes, and he can employ whatever weapon suits him without incurring a non-proficiency penalty. Likewise, any sort of

armor can be worn, although Keoghtom typically wears magical bracers (AC 2), a cloak of *blending* and *displacement*, and a *ring of protection* +4. (This gives him AC -4 without dexterity bonus, AC -8 when dexterity is included.)

It need not be said that Keoghtom knows virtually all spells, and in addition he has several unique to himself.

One of the major powers of Keoghtom is his uniform magic resistance. That is, the 77% applies to all spells, whether cast by a 1st level individual, an archmage, or some deity.

Keoghtom seldom, if ever, sets foot on the Prime Material Plane, although he once dwelled there. He now roams the Astral and similar planes or visits those extra-dimensional planes which are the homes of certain of his associates, such as Murlynd. Keoghtom is also on good terms with such deities as Celestian and Zagyg, and will occasionally be found in their company.

The number of usual and special magic items and devices possessed by Keoghtom is vast. He will usually be equipped with the following items, in addition to those mentioned previously: +3 *arrows*, *arrows of slaying*, a +5 *sword*, a magic ring, a magic rod or staff, a device for planar travel, a device to warn of danger, a device to hold many spells, and a device to speak and read many tongues. Since Keoghtom is basically non-hostile, these items he carries are usually used for self-protection or beneficial reasons. Keoghtom does not initiate aggression, although he is not loath to answer in kind if attacked.

Those persons particularly interested in associations and relationships have noted the following interrelationships between Keoghtom and certain others: Zagyg and Keoghtom are great friends, as are Keoghtom and Murlynd. Zagyg is related to Heward by some distant kinship, and Heward and the arch-mage Mordenkainen are likewise kin. Heward often visits Mordenkainen, who, in turn, is known to be close to both Keoghtom and Murlynd. Celestian is an associate of Keoghtom and is on good terms with Zagyg.

This set of relationships yields the following possible groupings involving Keoghtom:

Zagy & Keoghtom

Keoghtom & Murlynd

Zagy, Keoghtom, & Murlynd

Keoghtom, Murlynd, & Mordenkainen

Zagy, Keoghtom, & Mordenkainen

Keoghtom, Heward, & Mordenkainen

Zagy, Keoghtom, & Heward

Celestian & Keoghtom

Celestian, Keoghtom, & Murlynd

Celestian, Zagyg, & Keoghtom

If one assumed that Keoghtom would be encountered alone half of the time, group encounters fill the balance, with accompanying deities being less likely than other associate groups.



MURLYND

(Quasi-Deity)

ARMOR CLASS: -2
 MOVE: 12"
 HIT POINTS: 135
 NO. OF ATTACKS: 2 (both hands)
 DAMAGE/ATTACK: *By weapon type*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 35%
 SIZE: M (6' tall)
 ALIGNMENT: *Lawful (good)*
 WORSHIPPERS' ALIGNMENT: *n/a*
 SYMBOL: *n/a*
 PLANE: *Special; see below*
 CLERIC/DRUID: *Nil*
 FIGHTER: *12th level paladin*
 MAGIC-USER/ILLUSIONIST: *12th level*
 in each (see below)
 THIEF/ASSASSIN: *Nil*
 MONK: *Nil*
 BARD: *Nil*
 PSIONIC ABILITY: *I or VI*
 Attack/Defense Modes: All/all
 S:18/76 I:18 W:15
 D:16 C:18 CH:14 CO:17

Murlynd is a true character. His face is bold and handsome, his eyes deep and penetrating. His nature is seemingly rugged, independent, taciturn. His broad, muscular frame is typically clad in garments of another time and world, that of the "Old West." His waist is girdled by a leather belt containing weapons of technology as well as a +6 dagger. Although appearing aloof and aggressive, Murlynd is actually quite gregarious, loquacious, and gentle . . . unless provoked.

As noted, Murlynd is prone to carry technological weapons (variously called "45s", "six shooters", and "hog legs") which he is able to employ in both his left and right hands. His special aura enables these devices to function even on Oerth, for instance. Each weapon sends forth three missiles per round, if he so desires. These projectiles will strike even the most powerful of magical creatures and inflict 2-8 points of damage when they hit. The range of these arcane weapons is the same as the range of a light crossbow. Murlynd has a +4 *dancing holy sword* (broadsword) which he usually carries on his warhorse or strapped on his back. He is able to use a weapon in either hand, so in combat Murlynd might use his arcane projectile weapons one round, then draw sword and dagger, and eventually cast a spell or use some other device while his broadsword "dances."

Murlynd's basic magic resistance is of the uniform sort which applies equally to spells or spell-like powers used by anyone from a 1st level character to a deity.

When casting spells, Murlynd is prone to intermix technological terminology with his incantations, sometimes with surprising results. Thus, in casting a



stinking cloud or *wall of fog* spell he might conjure into being a strange engine which gushes forth the desired result, but for far longer and over a greater area than desired. He is known to have cast *burning hands* in such a way that he made a device which spewed forth liquid fire — but at another time he conjured a *fireball* of paper which burst harmlessly. Because he is insensitive to differences in hue, Murlynd's spells which are color-based or color/employing in nature are often quite bizarre in effect, and are known to be linked with technological devices which send forth the hues. Because of this technological admixture, it is sometimes possible for Murlynd to cast more than one spell in a round, since the initial *dweomer* is provided, in part, by the art of science!

Because of his dabbling in science and technology, Murlynd is often unsure of his psionic abilities. Therefore, there is a 50% likelihood that he will be unable to use his abilities when he might want to call on them. But when in this condition, he is immune to psionic attacks from others. When he is able to employ them, Murlynd has the following psionic disciplines: *animal telepathy, clairvoyance, hypnosis, molecular agitation, object reading, precognition, sensitivity to psychic impressions, aura alteration, dimension walk, energy control (fire), ethe-*

realness, probability travel, shape alteration, and telekinesis. He uses minor powers at 12th level, major ones at 10th level.

Since he is rather unusual, and because he dabbles in questionable areas, Murlynd is generally unpopular with those of his sort. He is, in fact, shunned by most. His abode is divided between several special dwellings on various planes or extra-dimensional areas. He moves about from place to place on a whim, staying for days or years as suits his mood.

Murlynd is alone about 60% of the time. At other times, he will be in the company of 1 or more of the following: Heironeous (DRAGON #67), Heward, Keoghtom, Mordenkainen, and Zagyg.



The next example is that of a quasi-deity taken one step further along the road to greater power — demi-deityhood. This example, Kelanen, happens to be one which I devised (with assistance from Francois Marcela-Froideval). It demonstrates, however, the principle of advancement of power. The devotion and single-purpose nature of Kelanen is likewise a good model for player characters who desire to develop a "cause" and direct their power along a single path.

KELANEN

Hero-Deity —
"The Prince of Swords"

ARMOR CLASS: -5
 MOVE: 18"
 HIT POINTS: 159
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: *By sword type (and see below)*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 100%
 SIZE: M (6' tall)
 ALIGNMENT: *Neutral*
 WORSHIPPERS' ALIGNMENT: *Any*
 SYMBOL: *Nine swords in starburst*
 PLANE: *See below*
 CLERIC/DRUID: *Nil*
 FIGHTER: *20th level fighter*
 MAGIC-USER/ILLUSIONIST: *5th level in each*
 THIEF/THIEF-ACROBAT: *10th level thief-acrobat*
 MONK: *Nil*
 BARD: *Nil*
 ASSASSIN: *Nil*
 PSIONIC ABILITY: *VI*
 Attack/Defense Modes: *Nil/nil*
 S:18/00 I:17 W:15
 D:21 C:18 CH:19 CO:15

Kelanen, The Prince of Swords, is one of the very powerful individuals who might, or might not, be a true deity. Thus he is known as a *hero-deity*, and some who live by the sword pay him homage.

Although his true form is commanding, Kelanen usually takes the guise of a beggar, thief, mercenary, or rogue. In any of these disguises he will appear to be unremarkable, sometimes young, sometimes of middle years. He has the power to *alter self* at will, so Kelanen seldom appears in the same form twice, except when he chooses to show his true one. Each of his forms always bears a scar on face or neck — for a reason to be revealed later. In any form, Kelanen prefers garments of gray or blue-gray and ornaments of silver or platinum.

The true form of Kelanen is that of a youngish, quite handsome man, fair of complexion, with silvery-gray eyes and coal-black hair. It is said that he was once as comely as any deity, but in order to become the Prince of Swords, Kelanen had to undergo a series of challenges and tests which resulted in his disfigurement. His visage bears a long, silvery scar from eye to chin on the right side of his face. Those who know of the Sword Lord recognize Kelanen immediately when this mark is revealed. His form is slender and sinewy, his height just under six feet. He is unnaturally quick and fleet due to enchantments placed upon him.

Kelanen wears *elfin chain* and a +5 *ring of protection*. He employs few other protections.

The sword is Kelanen's only weapon. He is expert with any form of blade, from short to two-handed, cutlass to scimitar. His expertise is such that any sword he wields is equal to a +3 magic weapon. He is able to use a bastard sword to full effect (as used with both hands) in either hand while the other wields' another sword. Kelanen has two special swords which are never far from his person. These weapons are:

Swiftdom: This is a +6 bastard sword of *glassteed* adamantite. Upon command, this weapon will become a *flaming brand* as well. When not aflame, *swiftdom* is impossible to parry and always strikes first. It has a vampiric power which bestows 1 hit point lost by Kelanen



for every 6 points of damage it inflicts on his adversaries. The weapon is endowed with 17 intelligence and has an ego of 25, yet it never seeks to do aught but its master's will. It speaks eight languages and has the following powers: *read languages, read magic, telepathy, detect illusions, detect invisible objects, detect magic, and teleportation*. The *special purpose* of *swiftdom* is to *preserve the Prince of Swords*, so the weapon adds +2 to Kelanen's saving throws and reduces damage sustained by -1 per die. *Swiftdom* is of *absolute neutral* alignment.

Sureguard: This is a +6 broadsword of *glassteed* adamantite. This weapon is also a *frostbrand*-type sword. It will perform as a *defender* It will *dance* for 3 rounds if Kelanen wills it. *Sureguard* is impossible to parry, and its own defensive power is always available to Kelanen. The weapon is endowed with 17 intelligence and has an ego of 19. It speaks 6 languages and has the following powers: *read languages, read magic, telepathy,*

detect evil/good, detect secret doors, detect traps, duo-dimension (at 17th level). *Sureguard* has no special purpose, but it faithfully serves Kelanen in all respects.

It is reputed that Kelanen has no friends or confidants other than his two swords. It is known for certain that he is 90% likely to be able to *summon* either, one attempt per day being possible.

When armed with any sword, Kelanen has the following bonuses:

	<i>"to hit"</i>	<i>damage</i>
Expertise	+3	+3
Strength	+3	+6
Total	+6	+9

The special powers of Kelanen are these:

Charm sword: If the opponent bears a sword with an ego, the sword will recognize the Sword Lord and refuse to harm him.

Immunity to special powers: Although Kelanen can be harmed by swords, he is not affected by anything other than the normal damage of the blade; cold, flame, magical plusses, or magical powers of swords have no effect on Kelanen. A *vorpal blade*, for example, will not sever Kelanen's head under any conditions.

Multiplication: When Kelanen bears a non-intelligent, non-magic sword, he is able to cause it to duplicate itself. After 1 round of combat, a second sword, exactly like the one Kelanen wields, will materialize in the air and combat his enemies as if Kelanen himself were using the weapon. This duplication continues each round until as many as 9 such swords fight against Kelanen's foes. On the 11th round, and each round thereafter, one disappears until none remain. This power can be used but once per day.

Sword blessing: Kelanen can "bless" any sword so that it gains a magical +1 ("to hit" and damage) for 10 rounds. He can do so for as many as 20 blades per day. The effect adds to weapons which are already enchanted.

Sword control: Unless the wielder of a sword is successful in a saving throw versus *spell*, Kelanen can cause that individual's sword to turn against its wielder and strike that individual rather than Kelanen or his allies. This power is employable in addition to normal attacks by Kelanen. It can be used but once per turn, twice per day.

Sword summoning: In addition to the command of his two personal swords, Kelanen is able to *summon* any sword in sight if it is not in the possession of some individual, i.e. in hand or being worn. This he can do but once per day.

Kelanen has a stronghold in an extra-dimensional partial plane. He usually travels on the Prime Material Plane, however, be it on Oerth or another parallel world, seeking adventure and engaging in actions of warlike sort which promote the balance of Neutrality.

THE LAND BEYOND THE MAGIC MIRROR

Play should begin with reference to the map of **The Land Beyond the Magic Mirror** (front inside cover of the module), unless your party has arrived by one of the methods suggested on p. 2. In this case, move directly to the **Collection Room** in the **Magic Mirror House** (see map of the **Magic Mirror House: First Floor**, p. 15). If, on the other hand, the party has arrived by way of **Dungeonland** or in any other fashion than through a mirror-like portal giving entry to this partial place, proceed directly to **Area A** below.

A. WOODEN HOUSE

This moderately large dwelling is quite unusual. It is made of wood, but its construction is superior to anything you have ever seen. The house has a tower that is useless for defense, for it is also made of wood and has large windows. From your position it is plain that the glass in the windows is of a quality unmatched anywhere, and there are vast expanses of it: each window is at least 2' or 3' wide and taller still! Shrubs, bushes, flowers, and a tree or two grow near the building, making the entire scene quite pleasing to the eye. Brick chimneys are evident. It will be a simple matter to enter this place if you so desire. The large wooden apron built around the tower seems to serve as an outside resting place and point of easy entrance to the dwelling.

The whole place is surrounded by verdant lawn, and beyond that expanse lies a curving line of thick forest. Only to the east does there seem to be anything else—some form of very well-tended garden in which grow flowers of colossal size.

If the party opts to explore the house, then go to the maps of **The Magic Mirror House** (pp. 15-17) and use the room descriptions below. Otherwise, continue to use the map of **The Land Beyond The Magic Mirror**.

THE MAGIC MIRROR HOUSE: FIRST FLOOR

Path

Just before the apron of the house lies a smooth dirt path edged with bricks. This path leads up to the house and away to the east. From what you can see, it goes directly to a garden filled with huge flowers. There, it appears to be grass-covered, its flagstones spaced every so often to assure that the pathway remains fresh and attractive. You cannot tell from here if the path leads beyond the garden.

Of course, if the adventurers are arriving at this spot from an exploration of **Dungeonland** and the bulk of **The Land Beyond the Magic Mirror**, they know full well where the path leads. If not, in all probability they will eventually have to find out. Its only significance is to channel the party from the house to the next encounter area, from there to the next. Use whatever devices you find convenient to encourage the players to have their characters follow the well-trod surface toward the next adventure!

Porch

The party will see an open, room-like area that has a wooden floor and wooden posts supporting the roof above. Woven grass rugs are scattered around the floor area. The porch contains a few chairs made of rough limbs bent to form furniture, and similar tables. Windows show the room beyond. Doors are unlocked.

Entry Porch

The door of the Entry Porch has a small brass plate beside it, engraved with strange glyphs. (**Read languages** will discover that the glyphs state: "DR. D.R. MURLYND, F.K.O., M.L.G.T.S.A"—and that's not "Merlin," it's "Murlynd.") The heavy mat in front of the entry also has strange writing on it ("W-E-L-C-O-M-E").

Hall

This place contains panelled walls, strange torch brackets bearing crystal-tipped torches, some very odd furniture, well-made carpets, and a carpeted wooden staircase leading upwards.

The "torches" are sockets for light bulbs. Furnishings are typical of a late Victorian Era home.

Round Room

This small chamber contains odd plants, raucously chirping and whistling birds of exotic types, and a large, square glass container of water filled with plants and small, brightly-hued fish.

The room holds a few potted plants, canaries, parakeets, Java temple birds, and tropical fish—no magic, no obvious value other than in the oddity of it all.

Parlor

Cloth coverings hang in front of the windows, and the draperies on each window are nearly closed. These items, as well as the table, chairs, stands, and couch, are of unusual craftsmanship and style, although not unlike others you have seen. A strange, box-shaped thing stands in one corner of the room. The room also contains a large cabinet with several drawers.

This is a typical "guests-only" parlor filled with plush, Victorian furniture. The "box-shaped object" is a non-functioning piano-like instrument, a reed organ. No amount of trying, magical or otherwise, will make the object function, move it, or harm it in any way. It radiates a whole spectrum of strong magic that will be noticed by **detect magic**, but otherwise the instrument does nothing. The cabinet has only a few large vases and the like behind its doors—no value discernible. The drawers hold table cloths, small pillows, and a set of six crystal goblets and decanter. (Although dusty, the goblets are worth 100 gp apiece, the decanter 1,000 gp.)

Collection Room

If your party has come into this room by any method other than a mirror-like portal, do not read the first of the boxed paragraphs to them.

You suddenly find yourselves in a highly unusual place! It is as if you have been tossed through the silvery-black mirror on the wall, and tumbled headlong into a strange dimension. The room is light, for glazed windows allow sunlight to pour into the place. The whole prospect is absolutely unnatural.

This largish room is cluttered indeed. Large, colorful rugs lie on its hardwood floor. The walls are panelled to about waist height, and metal brackets with strange, crystal-tipped torches stick out of them. Several table and floor candelabra also hold these weird torches. The couch, chairs, tables, and other furniture are of unusual design and workmanship. All around the wall are glass boxes that contain dead insects, or else odd bits of brightly colored paper stuck on a dark background, placed behind glass, and framed with wood. Several small animals and birds are sitting on shelves and tables. They are regarding you with unwinking stares! In strange contrast to all of this are numbers of crudely made weapon heads, possibly made by cavemen, proudly displayed beside the arcane materials and unknown insects. A large book on a table near the windows has white pages covered with more small, colorful bits of parchment. On either side of the windows are shelves that, in addition to holding the small birds and animals, contain devices that resemble sun dials stood on edge. Nearby is a huge mirror (point of entry, possibly) fixed to the wall. Across from it is a tall thing made of glass, wood, and metal: a rectangular box at least 7' tall.

This Victorian-style room is filled with displayed collections of moths and butterflies and beetles, a like compilation of postage stamps from Earth up to c. 1953 A.D., Indian arrow heads, lance points, and similar lithic weaponry. The small animals and birds are stuffed owls, foxes, raccoons, etc. At least two dozen clocks of various size and shape are in the room, but none of them will work. The other large object, a grandfather's clock, has no face on its dial, but as soon as anyone approaches, a pair of eyes will suddenly open on its face, its pendulum will swing back and forth, and the face will also sprout a mouth that will say loudly, "Tick, tock, tock, tick, tick, tick, tock, tock," etc. Players may then note a scrap of

yellowed paper jutting from the glass front door of this instrument. The clock radiates a whole spectrum of magic. If spoken to it will "chime" by saying "Ding" or "Bong! Bong!" to the nearest hour. If asked the time, the device will say as appropriate: "Bedtime!" "Time to get up!" "Breakfast-time," "Dinner!" "Time for supper!" "Teatime!" "Walk in the garden time," "Worktime," and so on. The features of the the clock are plainly discernible when it speaks. The clock has no other powers. If threatened it runs away!

The writing on the yellowed scrap of paper can be discovered only if its surface is scanned by someone able to **read languages**. The note says: "Dear Murlynd, Sorry you weren't home when I brought Grampa C. back all fixed and running. No time to look at the rest now. Will fix the organ when I get a spare day. See you at Cousin Z's place? Heward."

The highly magical mirror in the room is absolutely invulnerable to any powers the party can muster. If they have just come into the room through its powers to take them to this partial plane, then the mirror will not function until they have been out of the house for not less than six hours. Otherwise, it will inexorably draw characters through its surface if they come within 5' of it. The mirror will transport the character so drawn to a designated place in your campaign, typically that place from which they began the adventure.

Dining Room

This place is easily described as a typical dining room found anywhere. The furniture is odd, although well-made. There are



crystal torches on the walls and hanging from the ceiling. Otherwise, the room is unremarkable: fill in odds and ends as you like.

Kitchen

As with the dining room, this place is much like any kitchen, down to the large fireplace which can be used for cooking. However, a metal chest stands near the fireplace, as do many drawers and cabinets.

The metal chest is a wood stove. The drawers contain utensils for cooking and eating, pot holders, trivets, silverware, and so on. The cabinets are for dishes, pots, pans, etc. One cabinet is very cold—it contains an **imprisoned** essence of para-elemental cold and is used as a freezer and refrigerator. The magic cannot be removed or dispelled. The silverware is extensive but not worth more than about 5 gp per piece.

Pantry

This area is lined with shelves that hold hundreds of containers, mostly jars and metal cylinders.

The containers hold canned goods, salt, sugar, etc.—the pantry contains various other items. **Read languages** will discover what sort of food is in the cans. The contents of glass jars can be viewed easily. The pantry also contains several dozen beeswax candles, a box of wooden matches, and a quart bottle of fine liquor worth 50 gp.

Conservatory

The outer wall of this room is filled with windows. Many distinct types of plants, most of which are not familiar, are growing in large, dirt-filled boxes and urns.

The plants are not remarkable, although most have flowers and look and smell nice indeed. An unseen servant waters and cares for them.

Library

This bookcase-filled chamber is indeed a clutter of all sorts of reading material. In it are several leather-covered chairs, tables, and floor-standing scones that hold glass-tipped torches. Books fill the shelves and cases, and are piled atop the tables and floors. Some of the books are old, some appear new, some have only parchment or paper binding, some very fine leather. There are maps of places you've never heard of, and a round depiction of the Earth that looks nothing like the world at all. Strange dishes are filled with the charred remains of some dried vegetable matter, bits of uncharred stuff, and crumpled cylinders of paper. One such platter has a wooden object about half the size of a wand in it.

The books are all of a nature to discourage perusal. **Read languages** ability is required to read them. Some pertain to Earthly history, geography, and economics; some are books on gardening, hunting, fishing, current events, stamp collecting, taxidermy, and so on (these are all periodicals, magazines). Some of the books are actually games—you can fill in the sort you wish. Drawers and cupboards can also hold games, chess sets and boards, stamp collecting material, etc. The dishes are ashtrays with ashes, pipe tobacco, cigarette stubs, and a pipe. A rack with several other pipes is on one shelf. If **detect magic** is employed, certain books will reveal themselves to be altogether different: several scholarly-appearing journals when stared at change to rather lurid periodicals pertaining to studies of the opposite gender. Tomes of classical writings

reveal themselves as "novels" about the "Wild West," "spies," "science fiction," and "historical adventure." Odd indeed! One leatherbound work is entitled *Murlynd's Early Adventures & Subsequent Ventures*. If anyone actually takes time to read it through—about eight hours' reading time—that lucky person will receive 10,000 experience points immediately and also have the same benefits as if he or she possessed a **stone of good luck** for the next eight days. There are no other worthwhile books in the place (at least from an adventurer's viewpoint).

Study

As the other rooms in this house, this one is partially panelled in wood. Its ceiling is beamed and the plaster between the beams is painted a pale hue. The polished hardwood floor is spread with rugs. Scattered through the place are a pair of upholstered chairs, a bookcase, a desk, a small stand, and many torch holders. The first things that catch the eye are a large sheet of vellum and two scrolls atop the desk.

The vellum carries a note readable by all. It says: "Dear Folks, So happy you were able to stop in during my absence. Please be careful not to disturb anything! Check to see that the plants and pets are being properly cared for—they should all be alive and healthy! Help yourselves to whatever you need to eat. Mind you don't eat me out of house and home, though! The two scrolls might be of some small use to you in the adventures ahead. If you notice any other small objects you are in need of, help yourselves, but leave the silverware alone. If you should see Zagyg, do tell him that Keoghtom and I are waiting for Denkainen, who will be along soon enough. Have fun! Dr.M." The scrolls are spell scrolls: one contains **Murlynd's Ogre**, the other **Murlynd's Void**. The desk has various quills, inks, papers, and parchment, all of which are non-magical. Likewise, the bookcase holds non-useful books, although it appears that quite a few have been removed: there are a dozen or so empty places where weighty tomes once rested. If the scrolls are taken, see the **New Spells** section of the module (p. 31) for spell details.

THE CELLAR

Firewood

This is a large, neatly stacked pile of chopped wood. Pieces range in size from splinters for kindling to large logs for slow burning. All of the wood is quite normal.

Root Cellar

This earth-floored portion of the basement is filled with bulbs and roots. A large pile of sand lies against the far wall.

Flower bulbs and such commonplace vegetables as potatoes, beets, turnips, and carrots are stored here—enough to feed a dozen persons for several weeks.

Junk

This room is small, stone-walled, and littered with old furniture and odds and ends of junk. Four old doors lean against the wall.

These doors are a way out, but not *from* here, as you (and your adventurers) will learn (see p. 23).

Empty

This room is bare and dusty. It is obviously unused.

Wine

This is a dark, cool room. Elaborate racks hold dozens of oddly assorted bottles. There must be over 1,000 of these containers in the place.

Both home made and estate bottled wines are here. Some are old and vinegary, some rather awful (the home made). Several dozen bottles are of exceptional quality, easily worth 100 to 800 gp each. If any quantity of any type of wine is consumed, refer to the **Effects of Alcohol and Drugs** section of **Dungeon Masters Guide**, p.82.

Generator

This area has a shimmering sphere around it. The area glows alternately pale gold and then deep blue. Inside the sphere is something hazy that moves rapidly about. When it touches the shimmering sphere, it gives off bright blue sparks, and then the sphere pulses with golden light.

Held inside is a quasi-elemental monster, a lightning elemental from the Elemental Plane of Air—or perhaps from the border where that plane touches the Positive Material Plane. This monster provides the electricity to light the place. Touching the sphere will give 1-20 hp electrical damage. If players make a serious attempt to remove the barrier, the elemental will escape and attack them. **Dispel magic** will weaken the globe sufficiently to allow the creature freedom. (For details of this monster see the **New Monsters** section of the module, p. 29).

Laboratory and Workroom

Merely entering this place gives one the shudders, for it is a den of technology! Work benches line the walls, covered by all sorts of totally incomprehensible materials. The only sane note in the whole gruesome chamber is in the rear area where some alchemical tools and apparatus stand. This rear portion of the room has not been used for some time, but it is plain that at one period whoever dwells (or dwelt) in the house delved into both magic use and alchemy. A dusty and cobweb-covered alcove has more vials, jars, bottles, tubes, flasks, tins, boxes, and beakers than you have ever seen in one place. The shelves in the place run ceiling to floor, and all are filled with the materials and equipment typically used in spell research, compounding, and alchemical work.

It will be impossible for players to determine the nature and function of the technological apparatus. If any piece is taken by a character, he or she will begin to feel strange after about 8 hours. On the following day, each and every magical item possessed by that character must save vs. Spells. Failure indicates that the magic and the technology cancel each other and drain both items. No additional checks for other items need be made, unless all save (in which case items should be re-checked the following day) or unless two objects of technology are taken. Checks must be made daily until the items of technology are drained or discarded.

The material in the alcove is so extensive that just about any item can be found there. Powdered gems will be scarce, but all sorts of monster parts, pieces, and essences will be found. So will chemicals and herbs used in spell casting by magic-users. Use your judgment in placing items, but despite the rare nature of materials taken, allow *no* experience points for such treasure. If large quantities are stolen, 1 in 10 items will survive unbroken when the adventure is over: determine breakage randomly. If there are any player complaints, tell the objectors that the mixture from the broken containers seems to be changing color, bubbling, and smoking slightly. If there is still

complaint, have the stuff explode for 5-30 points damage in a 10' radius, create a cloud of poison gas of 15' radius, or something worse.

SECOND FLOOR

Lounge

The area that overlooks the curving staircase and occupies the upper portion of the tower has similar furniture to the rest of the place. The lounge appears to be a place in which to relax and enjoy the view, for most of the windows (and there are many) look out upon a distant garden of colossal flowers that sway gently in the wind and gleam with brilliant rainbow hues.

Game Room

The rather bare chamber is 15' x 20'; a large, sand-covered table nearly fills its center. The top of the table has a wooden rim that contains the sand. The shelves that cover the walls hold thousands of brightly painted statuettes. A few old and hard chairs are scattered about. A small closet off the room holds a table with folding legs, strange boxes of heavy paper, a can of dice (some with non-cubical shape), mounds of lichen, wood shaped to resemble miniature terraced hills, and so forth.

Of course, all of this is of small value to adventurers. The boxes hold games and rules booklets.

Sitting Room, Master Bedroom, and Dressing Room

This is easily discernible as a suite of rooms belonging to the master of this place. Its furniture is all of good quality, unusual design, and superior workmanship.

Describe these rooms as you wish. The sitting room is basically a small living room that contains chairs, a table, and whatever amenities you care to add. The elaborate bedroom has a huge bed, dressers, a wardrobe, and an ottoman. The dressing room holds all sorts of modern, period, and wizard-type clothing. A few garments seem to be gone, for there are about a dozen bare wooden hangers. **Detect magic** will show that a faint aura still clings to the empty hangers. There is no real treasure here.

General Keys

B indicates a bath, complete with porcelain fixtures typical of the late Victorian Era. There is no running water simply because it is shut off up here; in the first floor bathroom, however, the taps still work. **BR** is a guest bedroom that contains a normal bed, bedding, empty dresser, a chair, stand, etc. **C** is a closet: some are empty, some have spare clothing, some contain linens or cleaning materials—detail them as you see fit. None hold anything of value. In the southwestern part of the upper floor is the stairway to the attic. This area is not mapped, but a description follows.

THE ATTIC

This area lies principally on an east-west axis; an L-shaped portion branches northwest in the western section. The attic is one large, open area. The southern portion is 80' long and about 15' wide—actually wider except that the ceiling slopes downward to make even halfling-sized explorers stoop near the edges of the entire 25' width. The northern portion is 20' long and as wide, jutting north from the main part about 20' east of the head of the stairs. Piled here are beams, old trunks, boxes and chests, old furniture, and stacks of dusty books. The



clutter makes it impossible to see more than a few feet in any direction. It is worse in the alcove, for there are several large pieces of furniture there—old armoires and the like.

The Witch-Ghost (AC 0 [or 8]; MV 9"; HD 10; hp 65; #AT 1; D age 10–40 years; SA sight ages 10 years unless save vs. Spells is made, **magic jar** ability in 6" r; SD **etherealness** unless ghost fails to **magic jar** initial victim, groaning spirit wail [save vs. Spells or die if within 3"] ability once/day if corporeal).

While Murlynd was relatively capable of handling this hideous monster, and thus allowed it to remain where it is to guard things, the party will be dismayed indeed. As soon as anyone sets foot in the alcove area, the monster will be alerted, and when possible, it will show itself to affect the maximum number of opponents. The creature will then use its **magic jar**, and if that fails it will give its hideous banshee groan to slay members of the party before it ages the survivors by touch. It guards a number of treasured items stored in the nearby armoire: **boots of levitation**, a **wand of negation**, a **cloak of protection +2**, a **brooch of shielding**, a **ring of fire resistance**, and a **+3 buckle knife** (see **Magic Items** section, p. 32). In addition to the above, there is a small ivory box worth 500 gp, which holds 12 base 1,000 gp gems. There is also a small leather belt pouch in which there are 10 bars of platinum, each the size of 12 pp. The witch-ghost regards these items as her own, and the creature will fight to the death to prevent their loss.

OVERVIEW OF THE HOUSE

The learned Dr. D.R. Murlynd, owner of the house, is obviously not in residence at the time. Whether or not he will return is a matter for each DM to decide. Murlynd is rather a misfit anywhere, for he mixes magic and technology—often to the detriment of everything concerned. Murlynd is a magic-user of no small ability, and has alchemical skills and certain technological items that, in general, only he can employ.

Murlynd (Human magic-user: S 13, I 19, W 8, D 18, C 16, Ch 15; AC -5 [bracers of defense AC 4, ring of protection +5, dexterity bonus], MV 18" [Shoes of Farlanghn—see **Magic Items** section of the module, p. 32]; L 18; hp 77; #AT 1; D staff of

power; SA spells, .38 caliber derringer [2 shots as **dart +3**, D 4-9/4-9]; SD **ring of invisibility** [improved version], 25% magic resistance).

Murlynd will have a full component of spells logically chosen to maximize his offensive and defensive potential. It is 75% likely that if he returns at all, he will be with Keoghtom (who has stats and powers similar to Murlynd's). Each has a 50% likelihood of being able to summon either Fharlanghan or Zagyg, but not both. These deities will be included in the **Deities** section of the **WORLD OF GREYHAWK™** Fantasy World Setting. In any event, while neither man is needlessly aggressive, neither will brook any threat. Murlynd in particular will take exceeding umbrage at vandalism or thievery in his house.

Murlynd's home has as many "modern conveniences" as he cares to possess. The lights work if the "generator" is functioning. The water upstairs can be turned on from the cellar. The place contains a movie projector, film, phonograph, VCR, and many cassettes: if you are willing to go through the routine, feel free to include them. In all cases, be certain to have the house highly resistant to all forms of magical and physical attack, even though it is only made of wood: there are many strong protections placed upon the house so that it will not be destroyed easily. For example, fires will not harm the building or contents—other than the firewood, of course. Regardless of destruction, if and when the owner returns, he will use a wish to restore things.

Characters will not be blamed for helping themselves to minor quantities of food, wine, candles, matches, acid (there are only about 5-8 bottles total), denatured alcohol (5-8 flasks total, treat as double strength oil), and so on. Likewise, if the witch-ghost is slain, Murlynd will have no objection to the taking of the treasure there—items he has not used for many years.

If characters help themselves to anything of normal worth from Murlynd's home, the item will be of considerable value if and when it is offered for sale in the normal campaign world of the characters. Figure the worth of the item in dollars and then double it for a rough estimate of the gp value. Stamps, of course, will have no great value, although any one will be worth about 1 gp because of the engraving and miniature size.

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Best wishes!

Guidelines for getting & giving

by Gary Snyder

The *Wish* and *Limited Wish* spells are an important part of the ADVANCED DUNGEONS & DRAGONS™ game, and sooner or later every player and Dungeon Master will be confronted with the question of how to make a *Wish* or how to fulfill one.

The Players Handbook describes these spells in the vaguest of terms — a necessary condition, because any attempt to define the *Wish* concept naturally involves limiting the scope and power of the *Wish* to the characteristics described by the definition.

It is up to individual DMs and players to define and interpret the *Wish* and *Limited Wish* in such a way that the use of those spells in a campaign does not have an unfair or inappropriate effect on play. The ten General Principles of Wishes, presented and explained in the text which follows, represent one possible way of establishing "ground rules" for the use of *Wish* spells which can be used to the benefit of DM and players alike.

The General Principles below do not narrow the power and scope of a *Wish* to the point where a DM can quote a General Principle as a self-explanatory result of a *Wish*. The intent of the Principles is to encompass broad concepts which are relatively easy to apply in any specific case which might arise. The stricture set down by a certain Principle may help to determine whether a *Wish* has any effect at all in a certain situation, or, if it is effective, what degree of success is attained by the wisher in achieving the desired end by the desired means. Usually, a Principle will be no help at all in determining exactly how a *Wish* ought to be worded or exactly how it ought to be fulfilled.

The Principles are meant to apply to *Wish* and *Limited Wish* spells, wishes acquired from rings, scrolls, swords, relics and artifacts, and wishes obtained from efreet and noble djinn. They do not (necessarily) pertain to "wishes" granted by devils, demons or gods, which are actually forms of Divine (or demoniac or diabolic) Intervention.

Wishes vs. Divine Intervention

A *Wish* or *Limited Wish* is simply a magic spell of a specific level which can be used as a general-purpose method to achieve some desired result. Any *Wish* is

The General Principles of Wishes

I: Wishes are 9th-level magic spells and are limited in power accordingly; Limited Wishes are 7th-level spells which are even more limited.

II: Wishes cannot change what has already happened, but they can be used to alter or negate the result of some prior happening.

III: Wishes cannot directly affect that which will happen, except in the sense that everything that will happen is a direct result of what is and has been happening.

IV: Wishes are bound by the laws under which they themselves are brought about and used.

V: Wishes have no authority and no power over the abstract, the insubstantial, or the non-concrete.

VI: Wishes will always act in the simplest manner possible while abiding by the wording of the Wish itself.

VII: Wishes are general-purpose spells, and as such may be used voluntarily in a number of ways, with varying chances for success.

VIII: Wishes will rarely achieve more than one end, and never more than two.

IX: Wishes will fulfill, to the limits of their power, not only the desired end but the means by which that end is brought about.

X: Wishes are impartial, objective and consistent.

limited in power and bound by the laws of the universe in which it is employed.

By contrast, Divine Intervention is an action of a deity or god, just as diabolic and demoniac interventions are actions of devils and demons respectively. While these three types of beings are also bound by laws which govern their environments, their power in their own realms and in those realms not specially designated as belonging to another similar being is nearly unlimited. An act of intervention can actually change that which has already occurred, or can directly and definitively alter the course of future events — things which a *Wish* cannot accomplish.

The General Principles of Wishes are not designed to apply to intervention by a deity, demon or devil. The granting of favors by such beings cannot be governed by any general rules, since each instance of intervention may produce drastically different results depending

upon the preference or the inclination of the deity at that certain time.

THE GENERAL PRINCIPLES OF WISHES

I

WISHES ARE 9TH-LEVEL MAGIC SPELLS AND ARE LIMITED IN POWER ACCORDINGLY; LIMITED WISHES ARE 7TH-LEVEL SPELLS WHICH ARE EVEN MORE LIMITED.

There is no such thing in the AD&D™ rules as a 10th-level spell, or any form of magical energy which is more potent than a 9th-level spell. If a *Wish* was unlimited in power, it would be theoretically possible for it to have the energy of a 10th-level spell — but then the *Wish* spell itself would have to be considered a 10th-level spell, and that is a contradiction. Using the same reasoning, a *Limited Wish* is limited in scope and power to what can be accomplished with the

energy of a 7th-level spell. In addition to these general limitations, there are specific instances cited in the AD&D rules where the use of a *Wish* is impossible or ineffective.

II

WISHES CANNOT CHANGE WHAT HAS ALREADY HAPPENED, BUT THEY CAN BE USED TO ALTER OR NEGATE THE RESULT OF SOME PRIOR HAPPENING.

If, for example, someone has been disintegrated, nothing short of divine intervention can change that fact: he *has* been disintegrated. The result of this occurrence, however, can be nullified by a *Wish* which causes the body of the victim to be reintegrated (see Principle VIII).

III

WISHES CANNOT DIRECTLY AFFECT THAT WHICH WILL HAPPEN, EXCEPT IN THE SENSE THAT EVERYTHING THAT WILL HAPPEN IS A DIRECT RESULT OF WHAT IS AND HAS BEEN HAPPENING.

A *Wish* has no real power to affect anything except at the precise moment it is uttered (see Principle II). Therefore, a *Wish* for a specific occurrence or situation to come about in the future — but not at the time the *Wish* is actually made — would have the effect of placing the wisher in circumstances at the present time that would most possibly bring about the desired end after the passage of the intervening time, but would not and could not constitute a guarantee that the desired event will happen.

IV

WISHES ARE BOUND BY THE LAWS UNDER WHICH THEY THEMSELVES ARE BROUGHT ABOUT AND USED.

In most AD&D universes, this will mean that a *Wish* cannot make something out of nothing or vice versa. For the creation of food, water, soft goods and other such items, raw materials (carbon, oxygen, hydrogen, nitrogen) are usually available in abundance. However, the creation of a certain amount of iron, copper, gold, platinum, or other valuable materials is much more difficult because of the relative scarcity of such items. In any event, the creation of a quantity of material which is greater in mass than the spell-caster or wisher will be considered much more complex and energy-draining than the alternative of teleporting the wisher to the desired substance or vice versa (see Principle VI). For purposes of this determination, all magical items and all living beings (with the exception of the character using the *Wish*) are considered to be of infinite mass; that is, the creation of such items by a *Wish* is essentially impossible, since the energy of a *Wish* is not also infinite.

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V

WISHES HAVE NO AUTHORITY AND NO POWER OVER THE ABSTRACT, THE INSUBSTANTIAL, OR THE NON-CONCRETE.

In particular, a *Wish* cannot grant ownership, titles, or other stations which require an authority to confer them upon someone else. Nor can they remove such titles and privileges, either from the wisher or others. If a *Wish* deals wholly or primarily with abstract, intangible considerations, there can be no certainty that the *Wish* will achieve the desired end; at best, the *Wish* will put the wisher into circumstances which have the greatest possibility of achieving that end (see Principle III).

VI

WISHES WILL ALWAYS ACT IN THE SIMPLEST MANNER POSSIBLE WHILE ABIDING BY THE WORDING OF THE WISH ITSELF.

If a desired end may be accomplished with a lower-level spell than the wisher had in mind, for instance, and the means to achieve that end was not fully specified in the *Wish*, then the lower-level spell will be used. In general, the more mass or energy involved in the fulfillment of a *Wish*, the more complex the undertaking will be. "Creation" (see Principle IV) of a substance or material is more difficult than molecular rearrangement which might accomplish the same purpose. Molecular rearrangement is more difficult than destruction, destruction is more difficult than the teleportation of something, and teleportation is more difficult than simple enlightenment or knowledge given to the wisher.

VII

WISHES ARE GENERAL-PURPOSE SPELLS, AND AS SUCH MAY BE USED VOLUNTARILY IN A NUMBER OF WAYS, WITH VARYING CHANCES FOR SUCCESS.

To employ this principle properly, it is necessary to determine at what level of power the magic operates to cause the fulfillment of a particular wish. If the method involves the magic of a known spell, the level of the magic is easily determined from the rules; new spells or other types of magic will have to be compared to existing spells and magic by the DM before determining the level of magic involved. Chances for success (complete fulfillment of the wish) depend upon the type of *Wish* (magic-user or clerical) and the level of magic involved, according to the following chart:

Spell Level	Full Wish M-U	Full Wish Cleric	Limited Wish M-U	Limited Wish Cleric
1-4	100%	100%	100%	100%
5	100%	100%	100%	75%
6	100%	90%	80%	50%

7	100%	75%	50%	--
8	90%	--	--	--
9	75%	--	--	--

Often, but not always, when a spell level lower than the *Wish* itself is used to achieve the desired end, the manifestation of the magic will be similar to the spell in question but in an improved form (for instance, teleportation with no chance for error) because of the extra power of the *Wish* spell itself above and beyond the energy needed to make the wish come true. Spells which are "improved" in this manner are generally those of levels where the chance for success is 100%.

VIII

WISHES RARELY WILL ACHIEVE MORE THAN ONE END, AND NEVER MORE THAN TWO.

All spells are formulated to achieve a specific purpose, whether it be to neutralize poison in some creature, charm a hostile group of opponents, or restore life in an individual. It is not beyond the power of a *Wish* to reintegrate a character and even restore life to his body (constitution check applicable); even though those are two distinctly separate acts, they both contribute to the fulfillment of a specific purpose. In contrast, it would not be possible for a single *Wish* to teleport a group of characters out of the middle of a melee to a place of safety, accompanied by all the opponents' treasure (which, at the time of the *Wish*, is still in the possession of the opponents).

In any case except the most simply worded wishes, the DM will have to weigh the *Wish* in terms of how many ends it is designed to achieve. For example, how many dead characters can a *Wish* bring back to life all at once? The answer varies: If the deaths were all due to a single incident such as a cave-in, or if they all occurred within the same short period of time during melee, a *Wish* would probably be permitted to save all the victims, since only the effect of one short span of time is being altered, and in that respect only one end is being achieved. On the other hand, if half of a group of characters died in a cave-in and the other half in a run-in with an umber hulk, only one group of victims would be able, to be brought back to life with a single *Wish* — altering one occurrence, not two, and achieving only one end instead of two distinctly different purposes.

IX

WISHES WILL FULFILL, TO THE LIMITS OF THEIR POWER, NOT ONLY THE DESIRED END BUT THE MEANS BY WHICH THAT END IS BROUGHT ABOUT.

The wording of this Principle implies that a *Wish* spell has reasoning power of

its own which enables it to make a "choice" between various methods of achieving a desired end, and perhaps even distort or depart from the wording of the wish. This is NOT so!

A good example of the improper distortion of a *Wish* is the character who wishes for a demon to serve him as a slave — and gets sent to the Abyss to pick one out. Some DMs consider this a fair interpretation, claiming that it does not violate the wording of the wish. While this may be technically true (depending upon the actual wording), such action is in violation of the nature of a *Wish*.

It has been pointed out in earlier Principles that a *Wish* may be fulfilled in one of several different ways. In all cases, the *Wish* will be fulfilled in such a way that the end result is achieved as desired, and in the manner which it could reasonably be expected to be achieved. One of the biggest advantages of a *Wish* is its flexibility, but this is only an advantage as long as the DM and the players all use common sense and fairness in the wording and fulfillment of a desire.

X

WISHES ARE IMPARTIAL, OBJECTIVE AND CONSISTENT.

If a *Wish* works in a certain way in a certain situation, it should always work in the same manner in identical situations in the future — as long as the set of circumstances *directly* involved in the *Wish* is the same.

Sometimes it may be a matter of interpretation whether the conditions for a *Wish* are identical to the conditions that existed at a previous time when an earlier *Wish* was used. In any event, if the general conditions are the same and the *Wish* is worded identically to or generally the same as a previous *Wish*, the means of achieving an end and that end itself must be *generally* the same as they were for the first *Wish*.

If a DM is properly consistent in this fashion, it may become possible for players to "predict" the effects or the outcome of making a certain *Wish* at a certain time. Players should be permitted to have this knowledge and to be able to trust in it once they have figured out this "law of nature." Players should also be aware that the nature of a *Wish* makes it impossible to predict any outcome with certainty. The word "consistency" in the Principle stated above applies more to the approach and the motives of the DM (who grants the wish) than it does to the actual result of the *Wish*.

In no case should the DM's personal feelings for a player or a character have any influence on whether a *Wish* is granted or how it is put into effect. Petty emotions are neither impartial, objective nor consistent, and have no place in the implementation of a *Wish* or in any other aspect of an AD&D adventure.

BETRAYAL AT BALDUR'S GATE

SPARE THE ROD

PROMO HAUNT 2

Triggering Omen possibilities: Eye of Vecna

Triggering Tile possibilities: Cursed Statue

Who is the Traitor: Haunt Revealer

Author: Diane Molinari

You can decide to play this haunt before the game begins.
To intentionally introduce Spare the Rod into your game:

- ♦ Remove the Cursed Statue from the street tile stack, and the Meenlock from the omen stack. Set these aside.
- ♦ When a player triggers the haunt, replace the most recently collected omen with the Meenlock.
- ♦ Give the haunt revealer the Cursed Statue tile.
- ♦ For this game, the haunt revealer is the traitor. Give them the *Traitor's Tome*. The heroes will take *Secrets of Survival* and leave the room.

INSPIRATION

I love the history and stories associated with Krampus, and I tried to keep his haunt in line with much of the lore around him. While some believe that Krampus is the son of Hel and Loki of Norse mythology, my favorite pre-Santa Krampus lore places his origins as the Yule Goat God. There is very little in the way of origin stories for Krampus pre-Santa.

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SPARE THE ROD

The sound of a single sleigh bell entices you outside. The streets are empty, covered in fresh snow. Your eyes are drawn to hoofprints, and as you follow that trail, you catch a glimpse of the creature that made them.

His yellow eyes bore into you, wicked horns curling around his goat-like features. Then with a laugh, he jumps into the sewers, a large red bag slung over one shoulder while his other hand grasps an angry bundle of birch.

You squint, not quite believing your eyes. You always thought he was just a legend. You were wrong. You look to your comrades, exchanging worried glances—one of you is already gone. You ask yourself: "Have I been good this year?"

RIGHT NOW

- ◆ Get the Turn/Damage track and set the slider equal to the number of players (including the traitor) +6. This is the amount of time before dawn.
- ◆ Leave the room. For this haunt, the traitor stays with the board until both sides indicate they are ready.

WHAT YOU KNOW ABOUT KRAMPUS

He has come to punish the people of Baldur's Gate. There might be some spell that can banish him. It's that, or survive till dawn.

YOU WIN WHEN . . .

. . . you find the spell book and banish Krampus, or you survive till dawn.

YOU MUST DO THIS ON YOUR TURN

- ◆ Explore the city until you find the omen card Book of Spells or the Holy Symbol.
- ◆ Avoid being captured by Krampus.

HOW TO BANISH KRAMPUS

- ◆ Explore until you find the Book of Spells or the Holy Symbol.
- ◆ Return to the Cursed Statue.
- ◆ Make a Knowledge 6+ roll to identify and read the spell to bind Krampus for another year.

SPECIAL ATTACK RULES

- ◆ You have only one option—run.
- ◆ If you have been captured by Krampus, on your turn you can make a contested Might roll to attempt to break out of the bag.
- ◆ Discard an item or omen to add +1 to your Might roll outcome, per item discarded.
- ◆ For each failed attempt to escape the bag, take 1 die of mental damage. Krampus knows you're trying to escape . . . it's almost quaint.

IF YOU WIN . . .

Krampus has been banished, at least from Baldur's Gate. For now. You know your friends will be back once their punishment is over, but they will never be the same. Maybe you'll think a little harder about the choices you make this year. For next time, you might not be so lucky.



SPARE THE ROD

You are returning to the Elfsong Tavern when you hear it—a faint ringing of bells. And even before you turn, you can feel the heat of his breath on you.

He towers over you, sharp teeth dripping saliva, horns curling around his goat-like features. He lowers the dirty red sack from his shoulder and beckons you. But as you call for help, Krampus just chuckles. You know it before the birch even touches you. You have not been good this year . . .

RIGHT NOW

- ◆ Your character has been taken by Krampus, and they are out of the game. Your character's figure will now represent Krampus.
- ◆ Your item cards are also out of the game. If you had the book of spells, it is dropped and Krampus does not pick it up.
- ◆ Place the Cursed Statue tile anywhere on the board. This is where Krampus starts.

WHAT YOU KNOW ABOUT THE HEROES

They are looking for a way to banish you, because it's the only thing they can do. They certainly can't hide.

YOU WIN WHEN . . .

. . . you capture the heroes.

YOU MUST DO THIS AT THE END OF YOUR TURN

Move the slider on the Turn/Damage track down 1 step. If the slider reaches 0 and you have not captured all the adventurers, the adventurers have survived till dawn.

SPECIAL ATTACK RULES

- ◆ To capture a hero, you must attempt a Speed attack. If you win, they are thrown into your big red sack of holding. Their items go into the bag with them.
- ◆ When a hero is attempting to escape, you cannot use items to contest this roll. Use Might only.
- ◆ Krampus does not take damage on a failed roll.

KRAMPUS

Might 6 Speed 7

IF YOU WIN . . .

Krampus tosses the wiggling red sack over his shoulder and gives it a few solid strikes with the birch. The bundle of branches pierces your skin through the sack, and you remember your misdeeds. This will be a long night indeed. You just hope you survive it.



NICHOLAS THE GIFT-GIVER'S NORTHERN PALACE

HAVE A MERRY D&D HOLIDAY!

BY CHARLES RYAN

In the farthest northern reaches of icy darkness stands a fabulous palace—the grand home of a mysterious tribe of gift-giving elves. At least, rumors speak of such a place. Great riches and rewards supposedly emanate from the Northern Palace, so surely any party of adventurers will find it a worthy location to seek out.

The rumors are only partly true. While the so-called Northern Palace is indeed home to a famous gift-giver, its principal inhabitants are not elves—they're gnomes, reindeer, and a couple of humans. The Northern Palace serves as the home and workshop of Nicholas the Gift-Giver and his helpers.

GETTING THERE

The Northern Palace is hundreds of miles beyond the farthest extent of civilized habitation—as far north, it is said, as it is possible to go.

USING THE NORTHERN PALACE

Dungeon Masters who wish to introduce their group to a nice, cold jaunt north followed by a warm welcome and some time off from the rigors of adventuring may want to include the Northern Palace in their games. You can tie this side trek adventure into your current campaign using any of the following options.

Simple Curiosity. The characters hear the rumors of a palace filled with treasure far to the north. Being in between adventures, they decide to see if the rumors are true.

By Assignment. Someone has heard that the Northern Palace not only exists, but that it is currently woefully empty due to some malignant force, or is controlled by vile and unknown creatures. The gift-giver lord who used to live there might even be dead. The characters are sent north not only to discover whether the palace exists, but also to determine who currently controls the site. Perhaps the characters arrive to discover

evil creatures in residence that would normally be at their throats—but these guests are strangely laid-back and non-combative. What will the adventurers do in response?

By Mistake. A portal or teleport goes horribly awry, or so the characters think when they end up in front of the Northern Palace. What will they discover inside? This option is particularly useful if the adventurers need some time off to recover from a grueling adventure. A fellow guest at the palace might even be a high-level cleric who can assist with any dead compatriots.

THE PALACE

When the characters arrive within sight of the Northern Palace, read or paraphrase the following.



The Northern Palace rises from a plain of white, standing atop a foundation of icy stone. Despite its forbidding, desolate surroundings, the building seems strangely cheerful. A warm glow beckons from its many windows, which are frosted deeply with snow and ice. Dark green wreaths adorn the walls, contrasting with the palace's red trim, while evergreen bunting hangs beneath deep eaves, iced in a thick layer of fresh snow.

The exterior of the palace is dominated by a thick, round tower, beneath which a wide, vaulted passage cuts through the rocky foundation to lead into an inner courtyard. Along the outside of the tower, near the passage opening, a staircase rises from the ground to a landing and a large wooden door. Massive, blocky buildings form wings to either side of the tower, but no battlements or defenses can be seen.

Outside the palace and in the interior courtyard, cold wintry weather is the norm during all seasons. Within the chambers of the palace, the atmosphere is warm and comfortable.

Doors. The doors throughout the palace are made of stout wood. None are locked. Although the majority of the palace's inhabitants are gnomes, most doors are generously sized for Medium humanoids.

Lights. Except where noted otherwise, the palace is cheerfully lit by torches and lanterns.

Heat. The temperature within the palace is magically maintained at a comfortable level of warmth. Many areas feature brightly burning fireplaces, all of which make for a cheery environment.

Ceiling Height. Many of the rooms throughout the palace—especially the large workshops—are cavernous, with ceilings as high as thirty or forty feet. The ceilings of most other rooms and passageways are twelve feet high.

AURA OF PROTECTION

The Northern Palace is a place of peace, and is protected by powerful magic. While within 1 mile of the palace, any creature must succeed on a DC 20 Charisma saving throw to undertake any harmful action, as determined by the DM. This includes actions that require an attack roll, that might deal damage to or impose a condition on another creature (directly or indirectly), or that require another creature to make a saving throw.

AREAS NOT ON THE MAP

Several key areas of the Northern Palace are detailed below and on the map, which shows the main floors of the principal buildings. The palace is quite large, however, and not all of it is detailed here. In particular, the ground floor of the main building features storerooms filled with raw materials, food, extra reindeer tack, and similar items. The floors above contain the feasting hall, bedchambers for the Claus

family and guests, and the toy lab where new toys and gifts are invented and developed. The gnome quarters are located in the rear building's several upper floors.

1. GREAT FOYER

The Northern Palace is entered by way of a huge round foyer, which serves as a gathering area for the site's inhabitants as well as an entrance hall. The main floor of the building sits well above the palace's rocky foundation, so a large staircase against the side of the tower leads to the front door.

The palace's entry room is an astoundingly luxurious chamber fifty feet across and at least that high. The walls are carved in evergreen patterns, painted in rich hues of red and green, and gilded in gold. Thick carpets cover the floor, and a fire roars in a huge hearth opposite the front door.

The room is dominated by a huge tree, spreading fifteen feet across at the base and standing more than forty feet tall. Toys and trinkets in red, green, and gold richly adorn the tree, offset by tiny candles that glow cheerfully among the evergreen branches.

Characters arriving at the Northern Palace as expected guests might find gifts under the tree with their names on them. A gift will also appear under the tree for any guest—expected or not—who remains in the palace for more than one day. See “Nicholas the Gift-Giver's Random Gift Generator,” following the adventure.

The bright-burning fire in this room is created by a magical *Yule log*. See “New Magic Items” at the end of the adventure.

2. GNOME WORKSHOP

Here, in one of the several workshops in the Northern Palace, gnomes toil merrily at their vocation: making toys. The annual demand is staggering, and shifts of toymakers are on duty twenty-four hours a day, every day of the year.

This high, bright room would be cavernous if it weren't stuffed with all manner of gears, conveyor belts, catwalks, and machinery. Scores of long, low tables are scattered throughout the area, with small figures clad in red and green moving between them and keeping busy with tasks of construction. Some chatter among themselves while others sing, but the clatter of their work and the ever-churning machinery all about them overwhelms their voices.

At any given time, twenty **gnome toymakers** are at work in the workshop. Although a few individuals are somewhat secretive about their work, the toymakers generally welcome any visitors with enthusiasm. Anyone new to the gnome workshop is treated to a frantic but

enthusiastic tour of the facility, and is loaded up with samples of toy wagons, hobbyhorses, dolls, and other toys before being able to escape the room.

3. CANDY CANE SHOP

No holiday season would be complete without candy canes, and this shop is their mystical source.

A sweet, minty smell fills the air in this brightly lit chamber. Numerous large vats filled with thick, bubbling liquid—either milky white or bright red in color—sit on raised hearths. Overhead, the high space is crisscrossed with conveyor-like chains, from which dangle thousands of red-and-white-striped, cane-shaped confections.

Enormous vats cook up the thick, sugary goo from which the candy canes are made. They are rolled, cut, and formed on tables scattered in and among the vats, then hung to set on the many chains that chaotically cross the vaulted ceiling.

Ten **gnome cooks** toil merrily at their tasks here. They mostly ignore visitors, but anyone attempting to sneak a candy cane is in for a harsh reprimand from a sharp-eyed gnome. Anyone asking nicely is welcome to sample a candy cane—but no more than one per person per day.

The palace's main kitchen, another huge chamber filled with the scent of good food and staffed by more gnome cooks, adjoins the candy cane shop.

4. REINDEER STABLES

The large building at the rear of the courtyard is dominated on the ground floor by the reindeer stables.

A long, wide corridor stretches some fifty paces or more, touched by the scent of sweet hay. A dozen two-part stable doors line either side of the corridor, most with their top halves open. Through these open doors, large stalls are visible, each strewn with hay and featuring an ornate feed trough and water barrel—and nearly half of which are occupied by reindeer.

At the eastern end of the corridor, an eerie red glow emanates from one of the open stalls.

Nicholas's sleigh reindeer use **elk** statistics, but they have Intelligence 10 and can understand speech in Common. Each reindeer lives in its own large, comfortable stall, as befits an intelligent, well-cared-for creature. Twenty reindeer live here in total—not just Nicholas's star performers, but a number of backup reindeer as well. During the day, some rest in their stalls, but many spend their days playing games in the palace courtyard.

5. SLEIGH HOUSE

An extension of the reindeer stables, this area is home to a powerful magical relic.

GNOME TOYMAKER

Small humanoid (gnome), lawful good

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	11 (+0)

Skills Arcana +4, Perception +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnomish

Challenge 1/4 (50 XP)

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. The gnome is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *prestidigitation*

1st level (2 slots): *detect magic*, *identify*, *snare**

* From *Xanathar's Guide to Everything*

ACTIONS

Tinker's Hammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

GNOME COOK

Small humanoid (gnome), lawful good

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	11 (+0)

Skills Arcana +4, Perception +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnomish

Challenge 1/4 (50 XP)

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. The gnome is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *control flames**, *mage hand*, *shape water**

1st level (2 slots): *detect magic*, *identify*, *unseen servant*

* From *Xanathar's Guide to Everything*

ACTIONS

Candy Fork. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

This large, dim chamber is lit only by small, high-hanging lamps coated heavily with frost. A pair of large double doors lead out into the courtyard, but these are currently barred. Row after row of tack and harness hang from pegs in the walls, but the primary feature of the room is the huge object at its center, shrouded in heavy tarps.

Removing the heavy tarps reveals an enormous sleigh ten feet wide and twenty feet long. *The Sleigh of Nicholas the Gift-Giver* is a magical artifact, as detailed in the “New Magic Items” section below.

NEW MAGIC ITEMS

The ancient magic of Nicholas the Gift-Giver is manifested in these rare and unique items.

YULE LOG

Wondrous item, very rare

This large log burns warmly and brightly when set aflame. While the *Yule log* is burning, any creature within 30 feet of it can use an action to cast the *holy aura* spell, which affects target creatures within 30 feet of the *Yule log*. This property of the *Yule log* can't be used again until the next dawn.

The *Yule log* burns down to a small fragment after 24 hours. If that fragment is saved when the fire is put out and later used as kindling to start a new fire with a mundane log weighing at least 200 pounds, that log becomes a new *Yule log*.

THE SLEIGH OF NICHOLAS THE GIFT-GIVER

Wondrous item, artifact (requires attunement by a lawful good character)

This huge and finely crafted sleigh is painted bright red with green trim and gold filigree. At its front is a large, padded bench seat large enough for up to six Medium creatures. The back of the sleigh is a cargo area capable of holding an unnatural number of gifts.

Random Properties. The *Sleigh of Nicholas the Gift-Giver* has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property

Power of Flight. Any creature harnessed to the sleigh gains the ability to fly (as the *fly* spell) for as long as it is so harnessed. If a number of creatures whose Strength scores total 100 or more are harnessed to the sleigh, those creatures can pull the sleigh while flying, in the same manner as they would pull it along the ground.

Space for Gifts. The cargo area of the sleigh is a magical storage area similar to a *portable hole*, but its magic functions only when the space is filled with gifts to be given out on the night of December 25th. On any other day, the cargo area holds objects of any type, but only up to its normal volume.

On December 25, an unlimited number of gifts can be placed into the cargo area, with any particular gift retrievable as an action. However, any object not created

as a gift and intended to be given away that night is magically ejected from the cargo area.

A Long Night's Work. If you are attuned to the sleigh, you have the ability to stop the flow of time (no action required), but only during the night of December 25. This effect targets you, any creatures harnessed to the sleigh, and any creatures in the sleigh that you designate as your assistants. This allows all of you to use actions and move as normal while time is stopped for other creatures. This effect temporarily ends if you spend any amount of time engaging in activities other than delivering gifts, but can be restarted again once those activities are complete.

Editing, Updating, and Layout for *Dragon+*: Scott Fitzgerald Gray

NICHOLAS THE GIFT-GIVER'S RANDOM GIFT GENERATOR

Characters who discover gifts in their name under the tree in the great foyer can use the following tables and the tables in the *Dungeon Master's Guide* to determine what they receive. Consult the Alignment table first, to determine a possible bonus for the initial gift roll. Then roll on the Gifts table to determine the type of gift—from a lump of coal for characters on Nicholas's naughty list, to adventuring gear, weapons, armor, or even magic items for characters who have won the gift-giver's favor.

Once the type of gift has been determined, a specific gift of that type can be rolled for or selected by the DM. If a magic item has been rolled for, consult the indicated table in chapter 8 of the *Dungeon Master's Guide*.

ALIGNMENT

Alignment	Gift Modifier
Lawful good	Roll on the Gifts table with a bonus equal to 5 + one-half your character level
Neutral good	Roll on the Gifts table with a bonus equal to 2 + one-half your character level
Chaotic good	Roll on the Gifts table with a bonus equal to one-half your character level
Lawful neutral	Roll on the Gifts table with a bonus equal to one-half your character level – 2
Neutral	Roll on the Gifts table with a bonus equal to one-half your character level – 5
Chaotic neutral	Roll on the Gifts table with a bonus equal to one-half your character level – 10
Lawful evil	Lump of coal
Neutral evil	Rock
Chaotic evil	Switch

GIFTS

d20 Result	Gift
0 or less	Lump of coal
1–2	Old silver piece
3–5	Shiny new gold piece
6–9	Roll on or select from the Adventuring Gear table
10–13	Roll on or select from the Weapons and Armor table
14–17	Roll on or select from the Special Items table
18–20	Roll on or select from Magic Item Table A
21–23	Roll on or select from Magic Item Table B
24–26	Roll on or select from Magic Item Table C
27–29	Roll on or select from Magic Item Table F
30+	Roll on or select from Magic Item Table G

ADVENTURING GEAR

d12	Adventuring Gear
1	Antitoxin (vial)
2	Backpack
3	Climber's kit
4	Holy symbol
5	Holy water (flask)
6	Mirror, steel
7	Rope, hempen (50 feet)
8	Rope, silk (50 feet)
9	Saddle, military
10	Spellbook (blank)
11	Waterskin
12	Wine (fine, bottle)

WEAPONS AND ARMOR

d6	Weapons and Armor
1	Armor (padded, leather, studded leather, hide, chain shirt, or scale mail)*
2	Shield (decorated with a family crest, holy symbol, order insignia, or other image suitable to the character)
3	Simple melee weapon*
4	Simple ranged weapon*
5	Martial melee weapon*
6	Martial ranged weapon*

* Choose a type of armor or weapon that the character is proficient with.

SPECIAL ITEMS

d20	Special Items
1	Burned out <i>loun stone</i>
2	Inn stay (coupon, 1 week, comfortable)
3	Sprig of mistletoe
4	New set of socks and undergarments
5	Live goldfish in an ornate bowl
6	Fresh cookies and a small waterskin filled with cold, delicious milk
7	Small bird skeleton that shouts out audience laughter whenever the holder makes a horrible joke or pun
8	Small tome detailing the life of a miser visited by three powerful undead
9	Wand that can no longer hold charges; now emits a small stream of jelly
10	Small burlap bag with a flame branded on the outside; once per day when dough is placed in the bag, fresh-baked gingerbread can immediately be pulled out
11	A stuffed animal in the shape of a tarrasque; hidden interior gears allow it to animate as a clockwork toy (see rock gnomes in the <i>Player's Handbook</i>)
12	Journal penned by one "Volothamp Geddarm" chronicling (with some degree of honesty) his dealings with various monsters
13	Board game involving various scenarios set around Baldur's Gate
14	Expertly carved and painted miniature statuette exactly resembling the character
15	Set of polyhedral dice in a fine velvet pouch; an icon on the 20-sided die matches the deity of the character
16	A bulette pup that eats only snow
17	A toy, once owned and much beloved (but long lost) by the character receiving the gift
18	Roll for an item on the trinket table in chapter 5 of the <i>Player's Handbook</i>
19	Roll for an item from the Elemental Evil Trinket table
20	Roll for an item in the More Items in a Giant's Bag table



WINTER'S SPLENDOR



*You're invited to the Midwinter Gala in the City of Splendors!
Among the jovial festivities, a sinister mystery waits to be unwrapped.
A two-hour holiday adventure for 1st – 4th level characters.*



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DDAL00-05C WINTER'S SPLENDOR

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ADVENTURE PRIMER

"NOT EVERY FLICKERING ORANGE GLOW IS A FIRE, darling. What does a little girl like you have to fear?"

—Ammalia Cassalanter to her daughter, Elzerina

BACKGROUND

THIS YEAR'S MIDWINTER GALA IS HELD IN Waterdeep's glamorous Sea Ward. The festivities include a bustling outdoor holiday market and special performances at the **CASSALANTER VILLA**, which the Cassalanter family have graciously opened to the public for the duration of the holiday.

The pleasant atmosphere is tainted when aasimar opera singer, **ARIA CAVATINA**, is attacked by a tiny fiend that seemingly appears out of nowhere. The City Watch shuts down the event, holding guests in the villa for questioning until the culprit can be identified.

The fiends wreaking havoc on the party are doing the bidding of **ASMODEUS**, who already holds sway over the Cassalanter family. The devils have been inadvertently summoned by young **ELZERINA CASSALANTER**, with whom Asmodeus has been communicating via her toys. Elzerina does not know that her innocent playtime has invited these devilish creatures into her home.

Will characters be able to crack Asmodeus's puzzle and put a stop to his fiendish meddling? With a villa full of Waterdeep's most prominent citizens and a family with a secret so dark they'll do anything to protect it, mayhem and mystery await this Midwinter!

EPISODES

The adventure is spread over three episodes that take approximately two to four hours to play.

- **Episode 1: Breaking the Ice.** The Midwinter Gala is in full swing in the Sea Ward. During a performance at Cassalanter Villa, a visiting performer is attacked by a minion of Asmodeus. This is the **Call to Action**.
- **Episode 2: Where There's Smoke....** The City Watch shuts down the festivities until the culprit is discovered. Characters can explore the Cassalanter Villa or interact with guests to uncover Asmodeus's plot. This is **Main Objective A**.
- **Episode 3: Silent Night, Devil's Light.** Based on their discoveries, the characters find themselves in the City of the Dead facing off against a minion of Asmodeus, and hopefully putting a stop to his meddling. This is **Main Objective B**.

BONUS OBJECTIVES

This adventure includes two bonus objectives that the characters can pursue if they have additional time to do so—earning additional advancement checkpoints (but no treasure checkpoints) in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Voice of an Angel.** Aasimar bard Aria Cavatina needs help completing an ancient song, which is said to conjure a celestial to one's aid. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: Danse Macabre.** Elzerina Cassalanter possesses a cursed toy that has a strange effect on her. This bonus objective is found in **Appendix 5**.

EPISODE SEQUENCE

Depending on your time constraints, and play style and environment, this adventure will take approximately two hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you plan to utilize. At the very least, your session will last approximately two hours. However, if you wish, you can provide a longer experience for your players by presenting the bonus objectives.

Main Objective Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 3 in order.

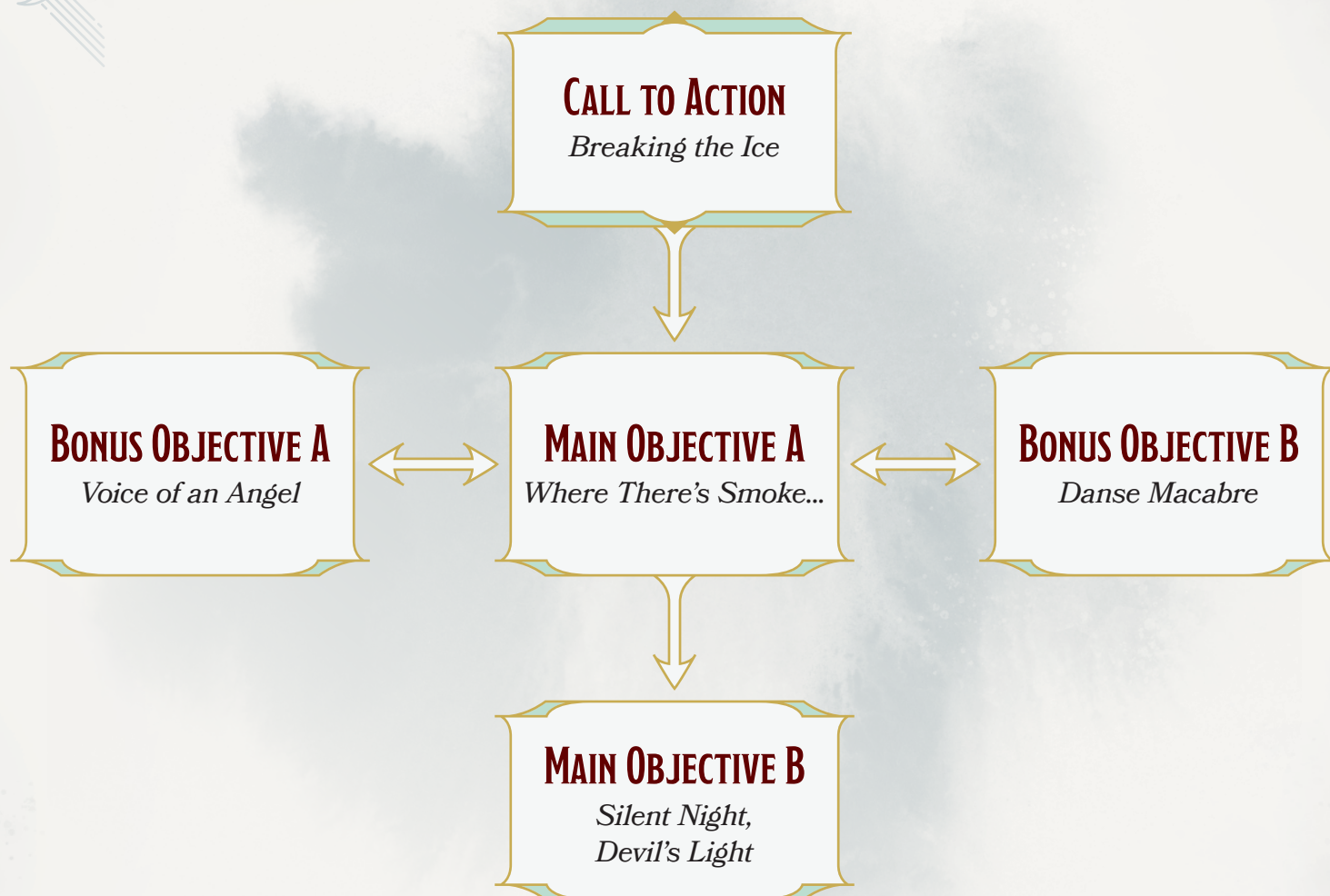
Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives.

These objectives branch off Episode 2 and 3, but their order is fluid—they set the scene for the final episode and may even have an impact on events as they transpire.

A DARK FAMILY LEGACY

This adventure prominently features the Cassalanter family, whom characters may have already encountered in *Waterdeep Dragon Heist™*. Ammalia and Victorio Cassalanter are secretly cultists of Asmodeus, but outwardly maintain patronage and devotion to the demigod, Siamorphe, who represents a nobles' divine right to rule. Charitable acts, such as opening their home to Waterdavians for the Midwinter Gala, help the Cassalanter family keep up appearances and detract unwanted attention to their more nefarious clandestine activities.


ADVENTURE FLOWCHART



EPISODE 1: BREAKING THE ICE

Estimated Duration: 20 minutes

SCENE A. THE MIDWINTER MARKET

 HE ADVENTURE BEGINS IN THE SEA WARD, where the Midwinter Gala is in full swing. To set the scene, read or paraphrase the following.

Wheels of carriages and drays crunch over the freshly-fallen snow, delivering visitors from across the city to the Sea Ward. Despite the frigid temperature, the atmosphere is warm and jovial. Red velvet-covered tents line Delzorin and Diamond Streets; merchants offer treats and trinkets. The air is filled with the voices of carolers and the scents of spiced pastries and mulled wine.

The Midwinter Gala is an extravagant affair that lasts for a tenday. In the Sea Ward, it is a festive, pleasant scene. Characters can interact with the merchants to purchase seasonal snacks or small gifts.

AREA INFORMATION

The Sea Ward glitters and gleams during the Midwinter Gala. The streets are crowded with merriment.

Dimensions & Terrain. Delzorin and Diamond Streets are both closed to traffic. The streets have been cleared of snow, but the snow is banked on the sidewalks and the roofs of the villas that line the street. Throughout the day, snow falls in intermittent bursts, adding a fresh coat to the ground.

Lighting. The sunlight is feeble behind snow clouds, but the rays catch the light of the freshly-fallen snow and it is quite bright outside. The light under the tents is dimmer, lit by candles and magic lanterns.

CREATURES/NPCs

If characters peruse the midwinter market, they can visit one of the following NPCs.

- **Wizdil** (CG gnome **commoner**) sells cups of mulled wine, ale, or beer for 5 cp. Wizdil staves off the cold by imbibing from his own supply and is in quite good spirits.
- **Merry** (LG halfling **commoner**) sells pastries, cookies, and cakes for 10 cp. Merry is passionate about baking and refers to her offerings as “positively scrummy!”

- **Hildegard** (N human **commoner**) sells beautiful knitwear (hats, scarves, gloves, and small knit animals) for 1 gp. She is actively knitting an ornate cowl when the characters approach.
- **Vela** (CG human **bard**) sells intricately-crafted wooden instruments; available at her table are a violin, viola, and lute, along with rarer instruments including a hurdy-gurdy and a balalaika. Each instrument costs 100 gp. Vela plucks at the balalaika to the same tune of the songs sung by the carolers.
- **Pavel** (N half-elf **commoner**) sells an array of fine stationary — notebooks, holiday cards, blank scrolls, quills, and monogram wax stamps. Each item costs 3 gp.

WHAT DO THEY KNOW?

The merchants are glad to answer questions about the Sea Ward, the Midwinter Gala, and the upcoming performance at the Cassalanter. Because people have traveled to Waterdeep from across Faerûn, the merchants are equipped with *Volo's Waterdeep Enchiridion* (W:DH, pg. 163).

The merchants are especially excited about the upcoming performance at the Cassalanter villa; they all speak highly of the visiting bard, Aria Cavatina (LG female protector aasimar **bard**), whose angelic voice is famous. They urge the characters to watch the performance.

SCENE B. JOIN US IN SONG

At 3 p.m., when the sun is beginning to lower in the sky, the doors of the Cassalanter Villa open. A servant of the household steps forward and heralds the start of the performance in the villa, by sounding off on a trumpet.

The crowd clusters in the **Entrance Hall** (see the Cassalanter Villa Map, Appendix 3) and the servant, **Willifort Crowelle** (LE **doppelganger** in the form of an aging male tiefling), leads them to the **Ballroom** on the second floor. The doors remain open to allow the overflow audience to trickle into the villa.

The villa, as always, is well fortified. Four **guards** flank the front door, two on each side of the interior. Inside the ballroom, six additional **guards** are posted around the perimeter of the room. The guards are private hires of the Cassalanter and are there to prevent guests from wandering around the estate. In addition to the private guards, the City Watch is on hand. Among the City Watch present is captain **Hyustus Staget** (LG male Illuskan human **veteran**) and two **guards** under his command.

THE BARD FROM AFAR

Aria is beautiful and statuesque, with vivid red hair that contrasts her silvery-white skin. When she sings, her eyes glow a mesmerizing sapphire and shimmering wings sprout from her back. Aria is famous across Faerûn and hosting her is considered a great honor. She is a soprano.

Aria is warm and friendly. She comes from a long line of opera singers. In her possession is music for a song titled, *Golden Wings*, which has been damaged. She hopes to find someone who will help her restore it to its former glory. (See *Voice of an Angel*, Bonus Objective B, Appendix 5).

A temporary dais has been constructed next to the Cassalanter's beautiful harpsichord, which has been transported from the main hall to the ballroom. Ammalia and Victorio Cassalanter, dressed in opulent winter finery, smile warmly at the crowd. Their 8-year-old twin children, Terenzio and Elzerina, squirm in their freshly-starched holiday clothes. A DC 15 Wisdom (Perception) check notes that Elzerina looks anxious beyond just typical childlike ennui. She glances around the crowd, then over her shoulder, and nervously at her parents. Balled in her fist is a crumpled piece of paper (a story called *The Wooden Girl*, ripped from one of her books).

Ammalia introduces the performer, opera singer **Aria Cavatina** (LG female protector aasimar **bard**). Aria performs without accompaniment. She sings an opening song, elevating a familiar holiday tune; radiant light fills the room and enraptures the audience. Read or paraphrase the following.

The singer's voice fills the room, and her radiant light follows. It is a soft, warm light that makes the Cassalanter's décor gleam and shimmer. Her voice is bright and clear, and you are riveted by it. The crowd watches in silence; even the ornery children have gone quiet and watch, open-mouthed.

IMPISH TENDENCIES

Aria extends her arms, heralding the start of another song, but suddenly stumbles and lets out a blood-curdling scream — any character that succeeds at a DC 14 Wisdom (Perception) check sees that a bright red imp has glommed onto the back of her neck. The imp attacks her with its sting attack and manages to do maximum damage (25 hps). Although Aria is hurt, she is more distressed from shock and surprise than from injury.

Allow the characters a chance to act; they should be given no more than 30 seconds of real time to decide, and no time for discussion, as there isn't time for strategy or planning.

- The imp is fixated on attacking Aria, largely because of the celestial aura she emits. If the characters attempt to communicate with it, it reacts with hostility toward them as well.
- If the characters choose to remain put, the City Watch guards manage to defeat the imp.
- The crowd panics, and Captain Staget steps forward. With a booming voice, he commands the City Watch and the private guards to shut down the festivities.

Captain Staget shuts the front doors, locking everyone inside. "No one is allowed to leave until we can conduct an investigation!"

Captain Staget urges anyone willing to help with the investigation to step forward. (Meanwhile, one of his guards stabilizes Aria.) The inside crowd is comprised mostly of commoners, Waterdavian nobility and Cassalanter servants, and no one volunteers to help. Captain Staget turns to the characters and asks for their assistance.

A successful DC 12 Intelligence (Investigation) check OR any character with at least a 12 passive Perception finds a piece of crumpled paper near the imp's body — it's a page torn from a children's book. If a character doesn't find it, Captain Staget does, and inquires if anyone knows what it is. The page contains a fable called *The Wooden Girl* (see Appendix 6 for the player handout).

CALL TO ACTION

The characters, willingly or not, are now tasked to find out why an imp has suddenly appeared in the Cassalanter villa. The sooner they can sleuth out the culprit, the sooner the festivities can resume.

EPISODE 2: WHERE THERE'S SMOKE...

(MAIN OBJECTIVE A)

Estimated Duration: 90 minutes – 2 hours

SCENE A: LOCKDOWN IN THE VILLA

CAPTAIN STAGET PERMITS THE CHARACTERS access to the Cassalanter Villa, but Ammalia and Victorio protest, requesting that the characters remain limited to the main compound — they claim they wouldn't want the characters to wander out of sight and get hurt. Staget reluctantly acquiesces to this request.

A successful DC 17 Wisdom (Insight) check catches the worry masked behind the Cassalanter's otherwise warm demeanor; with the presence of a rogue imp in their home, they worry that this will cause suspicion and eventually lead to the discovery of their Asmodeus cult.

SMOKE SIGNALS

The culprit of the attack is Asmodeus, Lord of the Nine Hells, to whom the Cassalanter have pledged the souls of their young children. To spy on the Cassalanter, Asmodeus sent minions — several **imps** and a **spined devil** — to communicate with young Elzerina to gain access in their home. Elzerina is much more outgoing and ambitious than her shy brother, Terenzio, and makes for an easier target.

Asmodeus enjoys toying with clever potential votaries. He has tasked Elzerina with solving a puzzle using an old Faerûn fable, *The Wooden Girl*, which just happens to be an allegory about Asmodeus himself. He changed the name of the fable's protagonist from *Eliza* to *Elzerina* to catch her attention — and it worked. Reading the story aloud summoned an imp to Elzerina's room. Delighted, she befriended the small fiend, who convinced her to continue the puzzle so that more of his imp friends could join them. Elzerina agreed and completed another part of the puzzle, placing two toys in a pattern that matched two markings in Asmodeus's ancient sigil. When the second imp appeared, Elzerina saw the creatures' true fiendish tendencies and grew fearful. Her fears were realized when the second imp attacked Aria and shut down the party.

Elzerina is afraid to tell her parents what she has done but is willing to help the characters finish the puzzle so the devils plaguing her may be banished, and she can enjoy her favorite holiday festival.

Incidentally, the Cassalanter Villa is already home to several imps who serve Ammalia. These imps take the form of ravens and spiders, guarding secret rooms and spying on guests elsewhere on the grounds. However, Ammalia makes sure the imps never interact with her children (save for her eldest son, Osvaldo, an imprisoned **chain devil**) and they are never to appear in their native form. The creatures Elzerina has summoned are unrelated to these imps and serve a different master.

Ammalia draws her children to her. A DC 13 Wisdom (Perception) check sees that Elzerina is especially frightened. When she sees someone holding the ripped story, she lets out a squeak before clamping her hands over her mouth.

To aid in the investigation, a recovering Aria offers the characters an item called the *Bell of Silent Carols* (see Appendix 10 for details).

A PUZZLE WITH TWO PATHS

To be successful, the characters must establish the existence of the puzzle first, and then determine if they want to question the guests. Some of the guests help expedite the solution, but others will slow the proceedings down.

Ultimately, it's up to you to determine the pacing that works best for your party. It is also up to you to determine if other actions the characters perform might be helpful or not in solving this mystery. Avoid being too restrictive, but don't make it easy either.

THE SIGIL PUZZLE

Asmodeus's puzzle is straightforward.

- On the back of the torn book page is a drawing of his ancient sigil, which is revealed if any character inspects the page. Since Asmodeus's name is on the sigil, the characters will likely figure out immediately that it represents him but may not know yet his level of involvement.
- A successful DC 13 Intelligence (History) OR (Arcana) check determines that the sigil represents Asmodeus and reveals that there are sigils representing other devils and demons.
- A successful DC 18 Intelligence (History) OR (Arcana) check reveals that sigils like this have traditionally been used as summoning circles to conjure devils and demons.
- This check also reveals that recreating the sigil using random objects activated a temporary one-way portal from the Nine Hells, allowing Asmodeus's minions to pass through to the Material Plane. In this context, the objects used to recreate the sigil are toys. Use the annotated guide in Appendix 7 to help facilitate the correct placement of the items.

There is a chance the characters wonder why they should even finish the puzzle if it will just bring more enemies to the villa. A successful DC 14 Intelligence (History) OR (Arcana) check confirms that since Elzerina has already activated the sigil, it needs to be expended fully before it can close. An NPC can also suggest this to the characters if there is doubt.

ELZERINA'S PART

- Elzerina inadvertently activated the puzzle by reading *The Wooden Girl* aloud. This action summoned one imp named **Chernok**. Chernok is still in twins' room.
- On Chernok's urging, Elzerina placed seven marbles and two barrettes in a specific pattern on the circular rug in her room, activating part of the sigil. This summoned another **imp** named **Brimtoe**. Brimtoe escaped the room while Elzerina was in the ballroom and when he caught a glimpse of the celestial Aria Cavatina, he felt compelled to attack her.

THE CHARACTER'S PART

- The rest of the toys needed to recreate the sigil are in Elzerina's room in her toy chest.
- Placing at least two toys in the correct placement summons another **imp**.
- Placing at least four toys in the correct placement completes the sigil; however, the last part of the puzzle is dependent on location. Characters need to complete the sigil by assembling the toys in the correct pattern on an unmarked altar in the City of the Dead. (Episode 3 outlines the specific location in the City of the Dead.) Completing the puzzle in this location summons a **spined devil**, whom Asmodeus tasked to kidnap, or at least torment, Elzerina.
- Once the sigil has been activated and the **spined devil** is defeated, the characters can close the portal by pouring holy water on the altar.

HOW THE CHARACTERS FIGURE THIS OUT

- *The Wooden Girl* is the main source of clues. Asmodeus has highlighted parts of the story to help Elzerina. These highlighted pieces allude to what the puzzle entails.
- The characters can ask the other guests what they know about the story, the sigil, and the Cassalanter villa.
- If the characters get stuck, allow them to attempt a DC 13 Intelligence (Investigation) OR a DC 13 Wisdom (Insight) check to reveal another piece of information.

SCENE B: MORE QUESTIONS THAN ANSWERS

QUESTIONING THE GUESTS

There are several attendees the characters can question if they so choose. Depending on who, the guest may help or hinder their efforts. If the characters run out of people to question, consult *Appendix B: Monsters and NPCs in Waterdeep: Dragon Heist* (pg. 192) to infuse the adventure with more familiar faces.

Captain Staget insists on supervising the characters through this process, though they may choose where to stage the questioning.

ELZERINA CASSALANTER

CG humanoid **commoner** (child)

Behavior: Elzerina clearly exhibits signs of guilt and asks frequently for her brother.

What She Knows: A successful DC 10 Charisma (Persuasion) check is all it takes for Elzerina to spill the beans. If a character attempts to Intimidate Elzerina, Captain Staget will have them removed immediately from the questioning, forcibly if needs be.

When a successful check is made, Elzerina admits that she accidentally brought Chernok to her home, although she doesn't fully understand how. She says that *The Wooden Girl* was her favorite story and she saw her name in the text, and thought it was a present for her. In addition, she tells the characters about the imp's behavior, in her room.

"He was nice, at first! He let me clean his hat, which had a smudge on it. But then Chernok and his stinky friend Brimtoe started breaking things in my room and I got scared. Is Aria going to be alright?"

TERENZIO CASSALANTER

CG humanoid **commoner** (child)

Behavior: Elzerina's twin brother is excited by the activity in his home, but shy.

What He Knows: Terenzio knows nothing about what happened. If the characters succeed at a DC 13 Charisma (Persuasion) check to earn Terenzio's trust. Attempting to Intimidate Terenzio meets with the same results as if they did the same to Elzerina. When a successful check is made, Terenzio says he heard Elzerina talking to someone the other night but didn't recognize the voice.

"I thought it might be Osvaldo visiting from school, but I don't think it was."

VICTORO AND AMMALIA CASSALANTER*

LE humans (see *W:DH*, pg. 193 & 218)

Behavior: Both Cassalanter adults are horrified by what has happened in their home, and this horror is earnest, if not as altruistic as it may seem. They ask eagerly after Aria's health, but maintain a calm, concerned demeanor. A successful DC 18 Wisdom (Insight) check reveals the terror underneath the façade. They wish to not be questioned long, so they can take care of their children, who are frightened by the day's events.

What They Know: The Cassalanter adults are masters of deception and do everything in their power to hide their secret. However, they truly have no idea why a new imp suddenly appeared today, so in that surprise they are genuine.

*Combat with the Cassalanter adults is outside the scope of this adventure. However, if that's something your players choose to engage with, you'll need a copy of *Waterdeep: Dragon Heist* handy.

ESVELE ROSZNAR, THE BLACK VIPER*

CN human **black viper** (see *W:DH*, pg. 196)

Behavior: The Black Viper has been lurking in the shadows and approaches the characters with her suspicion.

What She Knows: Esvele suggests that Asmodeus contacting the young Cassalanter was likely not an accident. She also says that *The Wooden Girl* is a fable many Waterdavian children read when they are little, and most know that the story is warning against Asmodeus. Beyond this information, Esvele has nothing more to offer.

*Combat with the Black Viper is outside the scope of this adventure. However, if that's something your players choose to engage with, you'll need a copy of *Waterdeep Dragon Heist* handy.

FLOON BLAGMAR

CG Illuskan human **commoner**

Behavior: Floon has enjoyed quite a few cups of delectable mulled wine. He is in a jovial mood and hasn't quite registered the danger.

What He Knows: Floon is rather simpleminded and has no idea what the attack meant or where the imp came from. He will speak about Aria with great reverence though.

"That bard has a lovely voice, doesn't she?"

LAIBA "NANA" ROSSE

LE tiefling **cult fanatic**

Behavior: Nana is Elzerina and Terenzio's tutor. She puts on a stern face when questioned.

What She Knows: Nana tries to deflect suspicion away from the Cassalanter. She says that another partygoer likely brought the imps into the house to ruin the lovely festivities and bring shame upon the Cassalanter. She might even call attention to a specific guest (not a character), in order to divert attention. Nana claims she has never seen the book Elzerina was reading. She suspects it was a gift Elzerina opened early.

"Fables are just that — fables. Only silly children believe in fairytales."

QUESTIONING THE STAFF

Should the characters want to question the Cassalanter's staff, the servants reiterate what Nana has stated.

- **Willifort Crowelle**, a **doppelganger** taking the form of an old tiefling butler;
- **Tissina Khyret** (LE tiefling **cult fanatic**), personal attendant to Ammalia;
- **Jandar Chergoba** (LE tiefling **cult fanatic**), head chef of Cassalanter Villa.

EXPLORING THE CASSALANTER VILLA

The characters can find everything they need in Terenzio and Elzerina's room. However, they may choose to explore other areas they have been permitted to investigate. Additional descriptions of these rooms can be found in *W:DH*, pg. 118.

- **Entrance Hall.** There is nothing to see here, move along.
- **Library.** A successful DC 18 Intelligence (Investigation) check turns up a blank *Enduring Spellbook* on one of the grand shelves.
- **Reading Room.** Victor's journal sits on a side table; a successful DC 15 Intelligence (Investigation) check reveals a scribbled note from Victor: "*Neverember's dragons are an answer to our prayers.*" The rest of the journal is fabricated drivel.
- **Foyer.** There is nothing to find in this room.
- **Family Dining Room.** There is nothing to find in this room.
- **Kitchen.** Tiefling servant Jandar Chergoba is in the kitchen, should the characters want to question him.

THE CHILDREN'S ROOM

The twin's bedroom contains two four-poster beds, once for each child. A life-sized stuffed unicorn stands in one corner.

- In the middle of the room is a circular area rug where Elzerina activated the sigil.
- Scattered on the rug are two hair **barrettes** and seven **marbles**; when the second imp appeared, Elzerina panicked and kicked the items out of the way, disrupting the sigil.
- The barrettes and the marbles can be put back in the correct placement, which counts as two of the four required items needed to progress the puzzle.

At the foot of each bed is a large, ornate toy chest. Terenzio's is a rich mahogany; Elzerina's is a shiny white with gold handles.

Terenzio's chest is filled with stuffed animals (wolf, fox, bear, and dragon); a train set; and a set of dice.

ELZERINA'S TOY CHEST CONTENTS

- A set of **pick-up sticks*** in a silk sleeve;
- A set of **metal jacks*** in a velvet pouch;
- An empty velvet pouch that stores **marbles*** (which are out on the floor);
- Two complete sets of wooden **alphabet blocks***;
- An articulating **wooden snake***;
- An ornately carved dreidel;
- A beautiful music box in the shape of an egg. Inside is a tiny ballerina that looks suspiciously like Elzerina. This item kicks off the bonus objective, Danse Macabre. See Appendix 5.
- Chernok the **imp**, poorly pretending to be a toy nutcracker. At first, he lays limp and glassy-eyed, but once the characters notice him, he waggles his tongue and salutes.

*Items marked with an asterisk are needed for the puzzle.

PIPYAP'S SOLDIER

Chernok is the first imp Elzerina summoned. Chernok is bedecked in a soldier's uniform, complete with a soldier's hat, golden epaulettes, and a hole cut in the back of his tiny trousers to accommodate his tail. He is a clever little trickster and eager to socialize. Chernok happily helps the characters complete the puzzle; he wants his friends to join him on the Material Plane.

Although Chernok first and foremost serves Asmodeus, he is a soldier in Pipypap's Legion. Pipypap is an imp of some notoriety, though not part of this adventure.

Chernok is not hostile, but he is mischievous. He laments Brimtoe's foolish behavior but acknowledges that "shiny, radiant things" are very tempting for imps. Chernok enjoys his vacation out of the Nine Hells and will do what he can to prolong his stay.

Pipypap (also spelled *Pypypap*) was the imp familiar of Halvin Graingle, a member of the Cult of the Dragon. Longtime D&D fans may recognize both Pipypap and Halvin's names. Pipypap has moved on to gain a level of notoriety unheard of for a typical imp.

If the characters are struggling with the puzzle, Chernok gives them hints to expedite the solution; however, Asmodeus has forbidden him from revealing the solution outright. Chernok also tells the characters that the final part of the puzzle requires them to place the puzzle pieces in the unmarked altar in the City of the Dead. He tells them to "look for the girl with the wings," alluding to the statue that marks the altar.

If the characters continue to assemble the sigil puzzle in the children's room, each placement of two toys in the correct spot summons another **imp**. The imps quickly unite in their desire to destroy everything in sight; Chernok urges his comrades to be patient and well-behaved, although he too eventually partakes in causing chaos.

Suggested names for additional imps: Teufel, Steve, Dimitri, Rimpkin, Gertrude, Lucrezia.

PLAYING THE PILLARS

COMBAT

Because of the nature of the adventure, characters don't have much to fight – yet. However, depending on where the characters find themselves in the Cassalanter Villa, there are many secrets and strange creatures to encounter. If the characters are hungry to fight, you can toss a few extra imps their way.

EXPLORATION

The Cassalanter villa is huge and holds many secrets. The City Watch does not allow characters to venture far, although characters can attempt to sneak into the rest of the villa to uncover more information about the Cassalanter. This is a very risky choice, for there are many guards roaming the property, and being caught earns them the scorn and distrust of the Cassalanter.

SOCIAL

Questioning the guests gives the characters a chance to meet Waterdavians they may have not yet encountered. The questioning does not have to be treated like an interrogation; the partygoers are eager to see this issue put to rest and are generally amenable to being questioned if it will help the process.

EPISODE 3: SILENT NIGHT, DEVIL'S LIGHT

(MAIN OBJECTIVE B)

Estimated Duration: 30 minutes

OBJECTIVE

CHARACTERS CAN COMPLETE THE SIGIL ON THE unmarked altar and summon Asmodeus's minion, solving the puzzle and closing the summoning circle. Captain Staget allows the characters to leave the villa and requests they return afterward to confirm that the issue has been resolved.

PREREQUISITES

Characters must have either encountered Chernok or sleuthed from *The Wooden Girl* that they need to complete the puzzle in the City of the Dead.

AREA INFORMATION

It is evening by the time the characters venture across Waterdeep to the City of the Dead. The Midwinter Gala continues throughout the night, although many of the revelers stay clear of the Cassalanter Villa.

Snow has begun to fall, blanketing the city. The City of the Dead is eerily quiet. The characters see their breath form puffs in the frigid air.

Dimensions & Terrain. The City of the Dead covers a large area, and characters may be tempted to explore much of it. Depending on the pacing of the adventure, you may choose to let them do this, or place the unmarked altar in a visible place and lower the DC to find it. This is also a good place for characters to use the *Bell of Silent Carols*.

Lighting. The cemetery is lit by streetlamps that are placed sporadically throughout the area. The lighting is considered **dim**. Some of the larger mausoleums have sconces for torches.

ENCOUNTERS IN THE CITY OF THE DEAD

Waterdavians treat the City of the Dead like a public park and outdoor museum and enjoy spending time there in the warmer seasons. Despite its purpose as a cemetery, it is not the spooky, haunted locale that visitors may assume. However, in the winter, it is too cold for sensible folk to spend much time outside, and the City of the Dead is empty.

The absence of people has drawn some lurking creatures. If you have plenty of time to continue the adventure, feel free to roll on the random encounter table below. Characters may encounter some of them; not all the creatures are hostile.

RANDOM ENCOUNTERS IN THE CITY OF THE DEAD

d4	Creature
1	Ice mephit (2)
2	Dire wolf
3	Giant owl
4	Reindeer x 3 (uses deer stats)

THE UNMARKED ALTAR

There is a strange stone sculpture in the City of the Dead. Waterdavians are used to unusual statues and have not questioned the appearance of this one. The characters spot the statue by making a successful DC 14 Wisdom (Perception) check OR having a passive Perception of 14+. Additionally, speaking the name "Asmodeus" aloud while in the City of the Dead causes the statue to glow, guiding them to it, and lowers the required check to DC 10.

The statue depicts a little girl with wings; she holds a candelabra with nine candles. At first glance, the child appears celestial, but a successful DC 14 Wisdom (Perception) check reveals that the wings are spindly and webbed, like a bat's wing. When the characters come within 10 feet of the statue, the candles begin to glow a vivid, angry orange.

Embedded in the ground in front of the statue is a circular stone slab, about two feet in diameter. There are no markings on the slab.

Placing a minimum of four toys on the slab in the correct placement fully activates the whole sigil; it appears in bright orange and summons a **spined devil** (see *Adjusting the Scene*; the creature may be a bearded devil if the party's APL is Strong or higher). The spined devil is named Koluchki, and he addresses the characters, looking around for Elzerina. Koluchki quickly becomes impatient and turns hostile, attacking the characters.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The **spined devil** is no longer resistant to magical weapons and has 19 hp.
- **Weak:** The **spined devil** is no longer resistant to magical weapons.
- **Strong:** Replace the **spined devil** with a **bearded devil**.
- **Very Strong:** Replace the **spined devil** with a **bearded devil** and add two **vargouilles**.

DEACTIVATING THE SIGIL

Once Koluchki has been dispatched, the sigil continues to glow; if left undisturbed, it will continue to summon a **spined devil** once every hour.

The sigil can be deactivated by dousing it with holy water. This fact is revealed if a character makes a successful DC 13 Intelligence (Arcana) check OR a successful DC 13 Intelligence (Religion) check. Using holy water ensures that the stone slab can never be used again in conjunction with a summoning sigil. The ripped page with *The Wooden Girl* disintegrates.

RESOLUTION

The characters may return to the villa. When they arrive, the imps have vanished, and another local bard plays jovial tunes on the harpsicord. The Cassalanter and Captain Staget thank the characters for their help. Captain Staget makes *boots of the winterlands* available for those inclined to spend their Treasure Checkpoints on them.

Aria is now healed, and she takes her place once again on the dais. Her beautiful voice fills the chamber, engulfing the audience in a pleasant light that warms without burning.



ADVENTURE REWARDS

UPON COMPLETING THE ADVENTURE, THE characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT CHECKPOINTS

The characters receive one advancement checkpoint for each objective completed:

- **Story Objective A:** Solving Asmodeus's toy puzzle.
- **Story Objective B:** Defeating Asmodeus's minion and deactivating the sigil.

The characters earn an additional advancement checkpoint for each **bonus objective** they complete:

- **Bonus Objective A:** Completing Aria Cavatina's ruined song.
- **Bonus Objective B:** Removing the curse on one of Elzerina's toys.



TREASURE CHECKPOINTS

The characters receive a treasure checkpoint for completing **both main objectives** (maximum 2).

MAGIC ITEM UNLOCK

Characters completing the adventure's **main objectives** unlock these magic items.

Bell of Silent Carols. This item can be found in *Appendix 10*.

Boots of the Winterlands. This item can be found in *Appendix 10*.

STORY AWARDS

Assuming respectful and appropriate conduct, the characters have earned Respect of the City Watch, which allows them each one check at Advantage on one check to avoid penalty when caught committing a crime that doesn't involve murder, theft, or assault. If anyone attempted to intimidate one or both of the Cassalanter children or otherwise conducted themselves in a manner that would be considered disrespectful, they gain Scorn of the City Watch, which gives that character Disadvantage on their next check to avoid punishment from the City Watch.

DM REWARDS

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

APPENDIX A: NPCs

ELZERINA CASSALANTER

(EL-zuhr-ee-nah CASS-ah-lan-tur).

Elzerina is an eight-year-old girl with some elvish blood, thanks to her father's half-elf lineage. Asmodeus has temporarily set his sights on her to get to her parents, and she feels very guilty for letting imps into her home.

Personality: I'm bubbly and outgoing, and I enjoy meeting new strangers.

Ideal: All I want to do is explore the city but our parents don't let us out very much.

Bond: I adore my brother, Terenzio, even if he is a lot quieter than I am.

Flaw: Sometimes I act without thinking.

ARIA CAVATINA

(Ah-REE-ah Cah-vah-TEEN-ah).

Aria is a protector aasimar bard. She is beautiful and kind and emits a radiant aura wherever she goes. She is an opera singer (soprano).

Personality: I am warm, friendly, and forgiving.

Ideal: Music is the universal language that unites people from all backgrounds.

Bond: I want to make my family proud and uphold the Cavatina name.

Flaw: Although I am nice to everyone, I only form close relationships with other celestials.

AMMALIA AND VICTORO CASSALANTER

(Ah-MAH-lee-ah, Vick-TORE-oh).

The Cassalanter parents appear to be outwardly charitable, but they are involved in a much larger plot to pay off Asmodeus and regain control over their childrens' souls.

Personality: We maintain a warm, if somewhat distant, demeanor. We are gracious hosts to those in our home.

Ideal: We want the best of everything: the safety of our children, the wealth and respect from Waterdavians, and a mutually-beneficial relationship with Asmodeus.

Bond: We love our children but have made a selfish pledge to Asmodeus.

Flaw: Our lust for wealth and power has condemned our family, but we will do whatever it takes to maintain our standing.

HYUSTUS STAGET

(High-US-tuss STAG-ett).

Hyustus Staget is the captain of the City Watch (veteran). He is gruff but reasonable.

Personality: I am quite curt and humorless.

Ideal: I do whatever it takes to uphold the Code Legal.

Bond: I am sworn to keep Waterdeep safe.

Flaw: Because of my job, I am used to seeing the worst in people.

AMMALIA AND VICTORO CASSALANTER



APPENDIX B: CREATURE STATISTICS

BARD

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

CULT FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips: *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

DOPPELGANGER

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.



IMP

Tiny fiend (devil, shapeshifter), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.



SPINED DEVIL

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, Telepathy 120 ft.

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

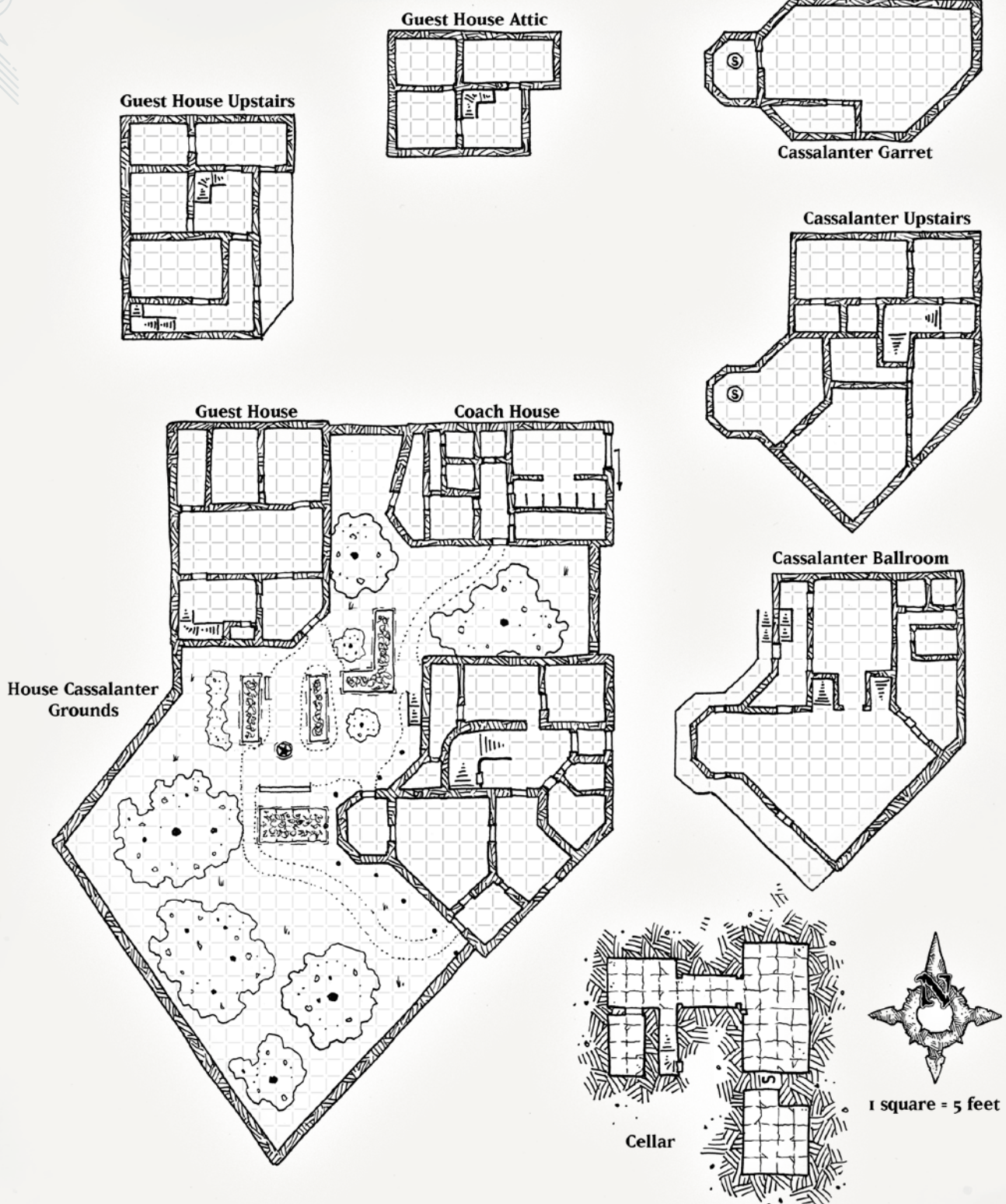
Multiaction. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

Fork. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

APPENDIX C: MAP OF THE CASSALANTER VILLA



APPENDIX 4: VOICE OF AN ANGEL

(BONUS OBJECTIVE A)

Estimated Duration: 30 minutes

SONG OF THE SERAPHIM

UISITING PERFORMER ARIA CAVATINA ENLISTS the characters' help in completing an ancient musical arrangement.

Aria is from a long line of aasimar bards, whose celestial blood is said to come from Milil. A scroll of an ancient song called *Golden Wings* has been passed down from generation to generation in the Cavatina family. Aria's family lore claims that the song has magical properties — when sung or read, the song summons a celestial creature to the aid of the bard who performs it. Unfortunately, part of the scroll was burned when Aria's great-grandmother, Elea, faced off against a dragon many years ago. Aria hopes to compose a new end to the song and restore its power.

GOLDEN WINGS

*Like a candle, I burn
In the glow of your radiance
Like a plucked string, I learn
The bright hum of your resonance*

*Like a pilgrim, I bow
Humbled by your divinity
Will you come to me now?
I send you my prayer, my plea*

*Lifted voice, lowered eyes
Prostrated here on hands and knees...*

COMPLETING THE SONG

- **Reward creativity at the table.** Players can come up with two new lines of lyrics that fit both the rhyming meter and the theme of the song. See Appendix 9 for the annotated version of the song. The song is comprised of three four-line stanzas that alternate in meter. If the characters come up with appropriate lyrics, they may attempt a DC 13 Charisma (Performance) check with Advantage to confirm that the addition is a good fit.
- **Prompt ability checks.** The characters must succeed at two separate checks without aid: a successful DC 13 Wisdom (Insight) check results in crafting appropriate lyrics, and a successful DC 15 Charisma (Performance) check results in the correct meter. Both successes ensure the song is successfully completed. If the characters succeed at one part but fail at the other, Aria offers her assistance and the characters roll with advantage.

When the song is successfully completed, Aria sings it and the act summons a celestial gold pseudodragon. Aria gives the characters a heartfelt thanks, and awards characters with a copy of the song so that it may never be lost again (see *Appendix 10*).

APPENDIX 5: DANSE MACABRE

(BONUS OBJECTIVE B)

Estimated Duration: 30 minutes



THE CHARACTERS DISCOVER A STRANGE TOY in Elzerina's toy box that has a strange effect on Elzerina and can destroy it or remove the curse. It bears a maker's mark that reads *BLINSKY*.

PREREQUISITES

Characters must have discovered Elzerina's toy chest to kick off this objective. Alternately, you may choose to have Elzerina and Terenzio play with this toy early in the adventure.

ELZERINA BALLERINA

Among Elzerina Cassalanter's many toys, there is an ornate round music box in the shape of an egg, about 10 inches long. The outside is a deep ruby red encrusted with small gems. Opening the egg reveals a tiny ballerina. Turning the key that juts out from the back of the egg makes the ballerina twirl slowly to the mournful melody that emits from the box.

Strangely, the tiny ballerina looks exactly like Elzerina, with blonde pigtails and wide hazel eyes. The ballerina is dressed in a white leotard, similar to Elzerina's Midwinter Gala white dress.

When the key is turned, Elzerina herself twirls until the song ends. She has no control over her body when this happens, and this occurs regardless of how far she is from the item. Her parents assume she is just being her usual self, but this compulsion to dance distresses her greatly. If Elzerina is around the characters when they discover the toy, she panics and asks them to take it from the house.

BLINSKY'S BANE

Gadof Blinksy is a famous toymaker who resides in a place far away from Waterdeep... Barovia. Characters who make a successful DC 20 Intelligence (History) check OR a successful DC 20 Intelligence (Arcana) check, recognize Blinksy's name and recall his reputation for making exquisite, albeit sinister, toys. How did the Cassalanter come by such an item? Tendrils of darkness from across the realms seem to be reaching out for young Elzerina.

If Elzerina is absent when they discover it, they may suspect the item is cursed if they have attempted a *detect magic* spell while in the children's room.

- A successful DC 12 Intelligence (Investigation) check spots the name *BLINKSY* carved into the flat underside of the music box.
- An additional successful DC 14 Intelligence (Investigation) check notices that the ballerina looks startlingly like Elzerina.
- A successful DC 15 Intelligence (Arcana) check determines that the item is cursed with an enchantment that causes the subject to dance whenever the box is wound. Ultimately, if someone continues to wind the key, Elzerina would be forced to continue dancing until she dies from exhaustion.
- A successful DC 17 Intelligence (Arcana) determines that the curse can be broken by severing the link between the ballerina and the subject. Altering the ballerina's appearance, such as changing her hair color, would work. The ballerina is not a poppet, so altering it will not alter (or injure) Elzerina. Technically, destroying it also works if the ballerina's appearance is altered by the effort (such as a limb breaking off).

Once the curse is broken, characters can choose to leave the toy or take it. They may ask Elzerina what she wants them to do with it, and she is eager for them to take it far away. If the Cassalanter adults are approached about the toy, they say it was a gift from an acquaintance in Damara and don't know much about it. It is worth a hefty sum of gold, however.

APPENDIX 6: THE WOODEN GIRL (PLAYER HANDOUT #1)

»»» The Wooden Girl «««

From The Faerûn Child's Book of Fables

The girl's name was Eliza and she was brought to life in the puppet-maker's workshop. Like most girls, Eliza was equipped with limbs and a face and, of course, a heart. The puppet maker, Sophie, crafted Eliza with loving detail. Sophie perched Eliza in the window of the shop, where she could wave to the passers-by and enjoy the view of the ocean in the distance.

On the first morning of Midwinter, Eliza gazed longingly through the window, watching the white caps fold over the sea. Snow began to fall, dotting the shop windows and obscuring her vision. Eliza grew sad and wistful. She wanted to leave the shop, but knew that she could not.

Suddenly the snowdrops on the glass began to melt. A vivid orange glow filled Eliza's sight. On the other side of the window stood an old man, face shrouded in a torn scarf, holding a candle. **Elzerina** was fearful, for Sophie had always told her: *wooden girls must stay away from fire*. Sophie told Elzerina about the **wooden snake** she had crafted as a child. When the snake was brought to life, it slithered toward the hearth, seeking warmth. A stray ember ignited the snake, and it withered to ashes. This was not the only warning; Sophie also told Elzerina about the set of **pick-up sticks** she had crafted when she was the woodworker's apprentice. Pleased with her work, Sophie rubbed two sticks together to sand away the splinters — but the friction sparked, and the sticks burnt to cinders.

But the man's flame was low on the wick, and he peered at her through the glass. *Little wooden girl, why are you so sad?*

I wish to see the sea beyond this pane of glass, she said. When it snows, the drops blur the window, and I feel trapped.

What if I took you from your mount? he said. Would you like that?

Elzerina frowned. *My maker warned me not to go outside, for I could get lost. She says little girls like me get lost in big cities.*

But the man persisted. *Surely she did not create you just to keep you trapped here forever. What if you fetched her a gift for the holiday?*

This filled Elzerina with joy. *Oh, yes! I should so love to bring my maker a present. And perhaps I will get a quick glimpse of the sea.*

He stepped into the shop and lifted her from her mount. He marched through the city and she reveled in the freedom. But he strode not to the sea, but toward the **City of the Dead**.

It was not the cool blue ocean she eventually saw before her, but a scene awash in gray. Perhaps if she blurred her sight, she could pretend that the feeble sun glinting off of the snow-slick tombstones was the white-capped surface of the sea. But Elzerina knew already that she had made a terrible mistake. She suddenly longed for the puppet-maker's workshop, for the stoic company of **alphabet blocks** and sets of dice and intricately-carved spinning tops and tiny ballerinas who danced but never spoke. The man wove through the rows of stones and sat at **a circle embedded in the ground, an altar unmarked and unnamed**. But it had been desecrated already; Elzerina saw the remnants of a fire that once burned, the debris of used tinder.

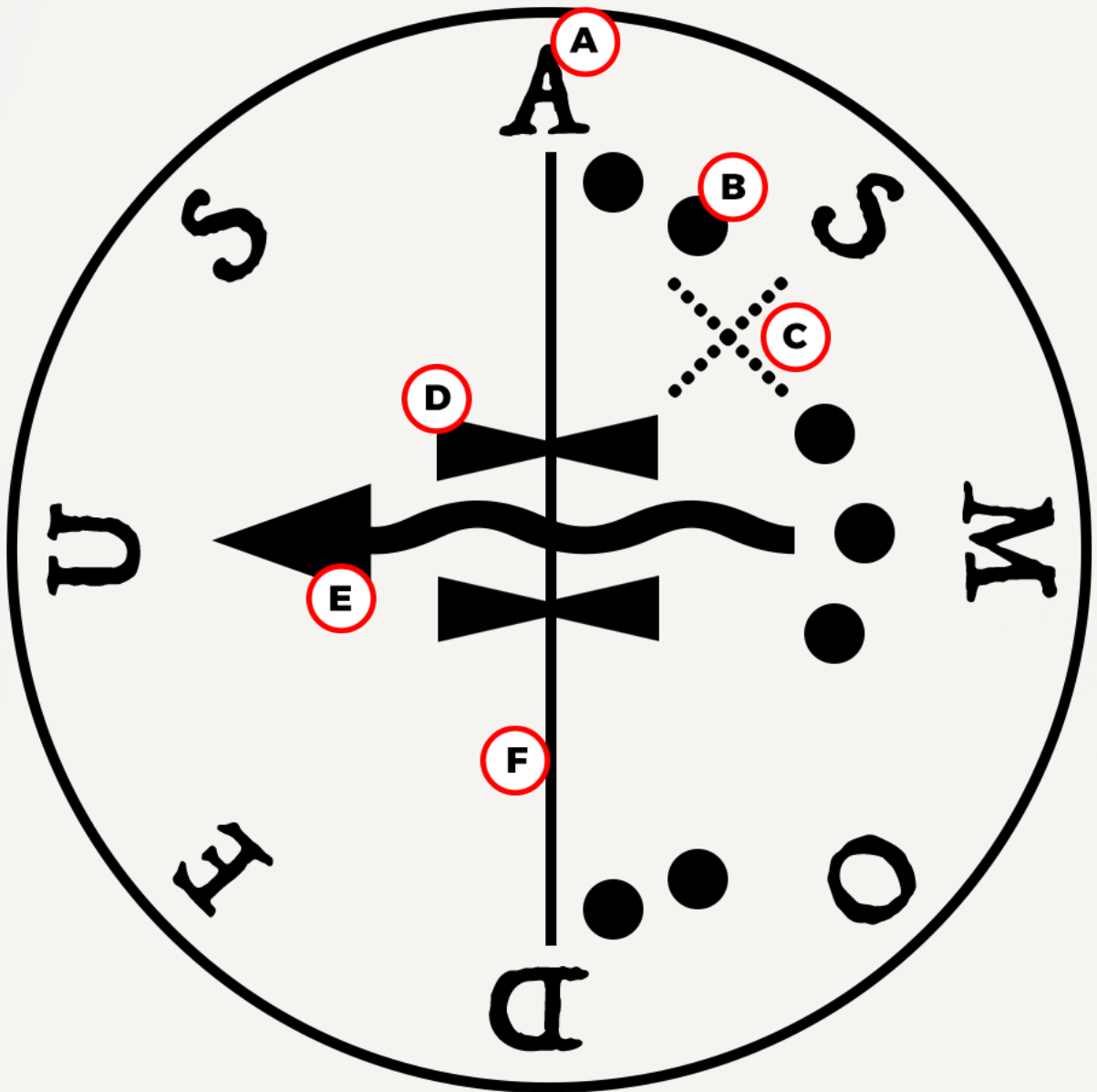
The man pulled away his scarf and grinned at her, an evil smile matched by red eyes that glinted with sadistic pleasure. He placed her atop the ashes and pulled a matchbook from his shabby coat pocket. He had the tool but not the fuel — until he had found the wooden girl in the workshop window, made from the choicest wood for burning, the perfect size for kindle on a long winter night.

The man struck an oiled match tip and the flame roared to life, a curious gradient of deep navy and violent orange. And as the blue heart of the flame engulfed her, Eliza thought of both the azure sea she would never meet and the puppet-maker's kind cornflower eyes, and longed for their cool, **dousing touch**.

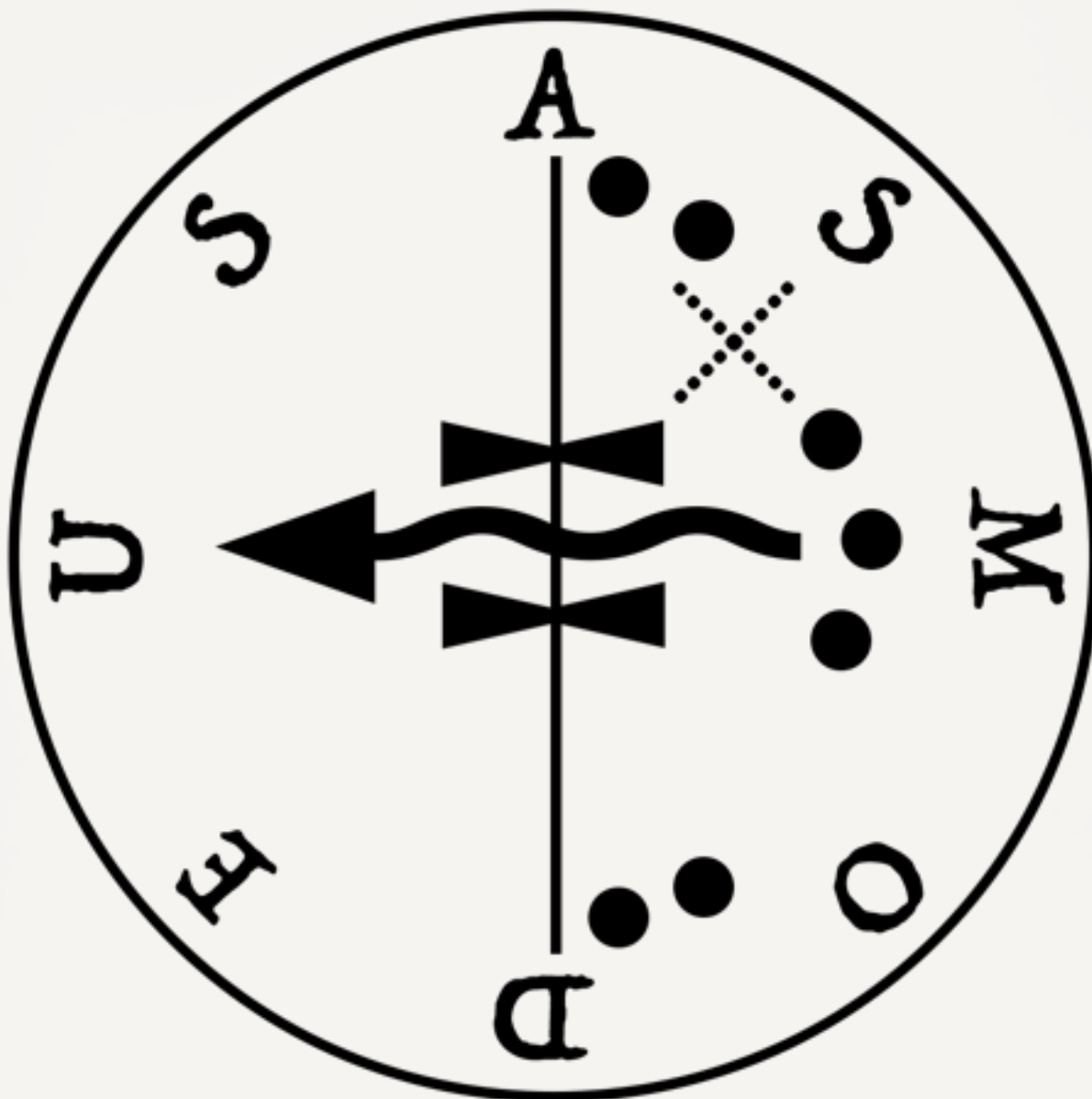
APPENDIX 7: SIGIL OF ASMODEUS (ANNOTATED VERSION FOR DMs)

Asmodeus's sigil can be replicated with the following toys in Elzerina's toy chest. A minimum of four out of the six items, placed in the proper area, is needed to summon Asmodeus's spined devil.

- A: Each letter in Asmodeus's name is marked with a **wooden alphabet block**.
- B: Each of the seven circles is marked with a **glass marble**.
- C: The crisscross is marked with a **metal jacks**.
- D: Each triangular shape is marked with a **barrette**.
- E: The squiggly shape is marked by a **wooden snake**.
- F: The straight line is marked by a **pick-up stick**.



APPENDIX 8: SIGIL OF ASMODEUS (PLAYER HANDOUT #2)



APPENDIX 9: GOLDEN WINGS

(ANNOTATED—PLAYER HANDOUT #3)

Golden Wings

Songwriter Unknown

- A *Like a candle, I burn* (6 syllables)
- B *In the glow of your radiance* (8 syllables)
- A *Like a plucked string, I learn* (6 syllables)
- B *The bright hum of your resonance* (8 syllables)
-
- C *Like a pilgrim, I bow* (6 syllables)
- D *Humbled by your divinity* (8 syllables)
- C *Will you come to me now?* (6 syllables)
- D *I send you my prayer, my plea* (8 syllables)
-
- E *Lifted voice, lowered eyes* (6 syllables)
- D *Prostrated here on hands and knees* (8 syllables)
- E _____ (missing line) (6 syllables)
- D _____ (missing line) (8 syllables)

APPENDIX 10: MAGIC ITEMS

Characters completing this adventure's objectives unlock these magic items.

BELL OF SILENT CAROLS (HORN OF SILENT ALARM)

Wondrous Item, common

This bell has 4 charges. When you use an action to shake it, one creature of your choice can hear the bell's ring in the tune of festive carols, provided the creature is within 600 feet of the bell and not deafened. No other creature hears sound coming from the bell. The bell regains 1d4 expended charges daily at dawn.

BOOTS OF THE WINTERLANDS

Wondrous Item, uncommon (requires attunement)

These furred boots are snug and feel quite warm. While you wear them, you gain the following benefits:

- You have resistance to cold damage.
- You ignore difficult terrain created by ice or snow.
- You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

A GIFT OF GOLDEN WINGS

Song

Singing or reciting the lyrics to *Golden Wings* takes one minute. If a good-aligned character casts *find familiar* after making a successful DC 15 Charisma (Performance) check, they may summon a celestial gold pseudodragon to serve as their familiar. This creature is lawful good and abandons the character if they ever willingly harm a celestial.

APPENDIX 11: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

To DM an adventure as a D&D Adventurers League sanctioned game, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range.

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

Party Composition	Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Creature Feature: Fiend Folio

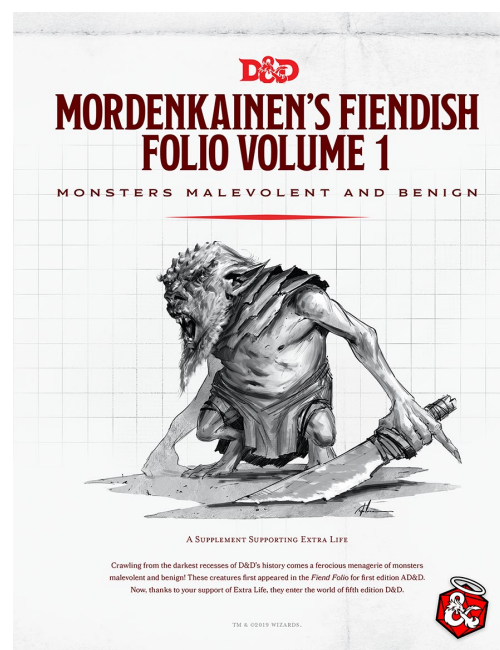
Updating several creatures from the game's most famous folio of fiends!



Extra Life: Mordenkainen's Fiendish Folio Volume 1: Monsters Malevolent and Benign

The fine folks at Extra Life recently called out **the ongoing efforts of Wizards of the Coast**—

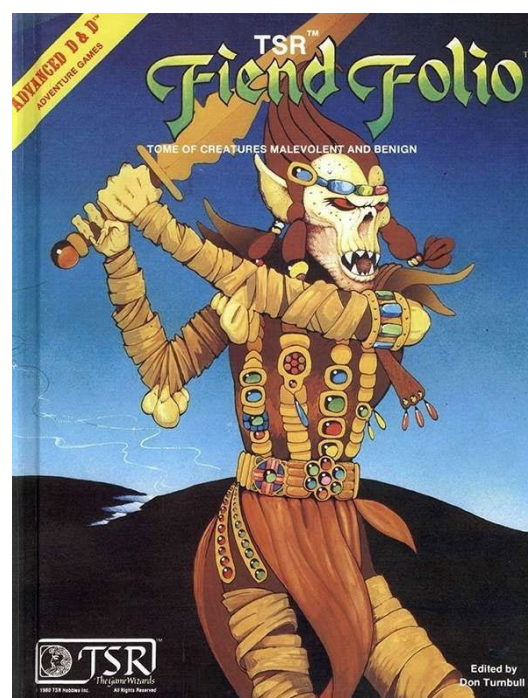
between *Magic: The Gathering* and *Dungeons & Dragons* combined (and with no small help from a certain *My Little Ponies* set), WOTC has helped raise over \$1 million in total donations for Children's Miracle Network Hospitals! As part of these efforts several new offerings are now available at the DMs Guild. Following the success of 2017's *Tortle Package*, and 2018's *Lost Laboratory of Kwalish*, this year saw a flurry of new fundraising material, including *Adventure with Muk*, *Locathah Rising*, and *Infernal Machine Rebuild*. The latest addition for 2019 is now available. This project took sixteen creatures originally appearing in the first edition *Fiend Folio* and updated them for fifth edition, with all-new art! And Mordenkainen, the arbiter of balance himself, was on hand to introduce it:



(Select to view)

On Fiends and Folios:

Since a treacherous former servant of mine thought it wise to release my collected notes on the great conflicts of the multiverse, I have been deluged with requests to reveal more of my hard earned, well-guarded secrets. Nonsense, I say. A secret shared is a secret no more. My business is my own, and when I deem you worthy of hearing my insights you shall be the first to know. Yet, I do see some wisdom in opening



(Select to view)

part of my archive. The Balance is forever in peril from the many forces that insist on upsetting it. Some among the Circle of Eight counsel against sharing the lore collected in this volume, lest it be the first step to setting the Balance forever off its center. Others among my colleagues tell me that an informed multiverse is a safer multiverse. After all, why should we unhappy few endure the burden of protecting the multiverse from itself? I am also told that this is for a “good” cause, as if any purpose can outshine my own in terms of its importance and moral high ground. Yet, I could not help but feel an ever so slight stirring of charity when this cause’s aims and achievements were revealed to me.

Thus moved, I offer a few bits from my archive. Be warned. What you find here represents what I consider to be the least of my knowledge. It concerns creatures that many folk consider risible at best and dangerous only in passing. Perhaps the truths contained herein shall dispel such ignorant notions. Any creature of power can upset the Balance and is thus worthy of cautious respect, if not fear.

Read on and learn that perhaps the derision leveled at these fiends reflects only the fear and trepidation of those who would mock them. And perhaps if this volume proves successful, more shall be in the offering.

I remain,

Mordenkainen the Mage,
Ready’reat, CY 576

Excerpt: Forlarren

As a special preview, we’re pleased to offer the following creature as presented in its current incarnation from *Mordenkainen’s Fiendish Folio Volume 1: Monsters Malevolent and Benign*. The devils of Avernus attempted an expedition to the Feywild long ago, and the forlarren are the bitter reminder of that doomed excursion.

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FORLARREN

The descendants of satyrs corrupted by infernal power, forlarren are miserable creatures—an unhappy union between the rigid demands of the Nine Hells and the impulsive hedonism of the Feywild. Driven by dramatic and unpredictable emotions, these feral creatures wreak havoc wherever they go.

Corrupted Essence. The devils of Avernus attempted an expedition to the Feywild long ago, and the forlarren are the bitter reminder of that doomed excursion. The archdevil Fierna—co-ruler of Phlegethos, the fourth layer of the Nine Hells—courted a mighty fey in hopes of luring him into trading away his soul. The attempt failed, but not before a troop of satyrs were corrupted by the dark delights of Phlegethos. The satyrs were bound to their fey lord and unable to bargain away their souls. So rather than claim them, Fierna warped and twisted them before returning them to the Feywild, content that the corruption of the satyrs would be adequate compensation for her failure.

Bifurcated Souls. The divided nature of the forlarren reflects their origin, marking each one as two entities trapped in a single form. One forlarren might present itself as a friendly, agreeable guide that helps travelers survive the Nine Hells. Another is a howling beast that attempts to destroy all in its path. One will show mercy and empathy peppered with a parental attitude toward strangers. Another is a mirthful sybarite with an unfettered love of food, drink, and romance. When dealing with the forlarren, the only constant is the malleable, chaotic, and temperamental nature they all share.

When its diabolical aspect shines through, a forlarren is a cunning, calculating, and brutal enemy. It might use its natural charm to worm its way into earning trust from those it encounters, casting itself as a helpless creature pleading for aid even as it looks for the opportunity to betray and overpower. Or it might seek to dominate the weak, set itself up as a petty lord, and rule over all those who fall into its grasp.

A Sinister Cycle. A forlarren in its fey aspect demonstrates self-destructive urges that reflect the inherent tension in its nature. That aspect might drive it to drink itself nearly to death, or to throw itself into caring for others with such relentless energy that it eventually collapses from exhaustion. Unfortunately, when it reaches that breaking point, its diabolical nature asserts itself, and it remains in this scheming, dominating mindset until its plans are foiled and it faces defeat. Then, overwhelmed with fear and shame, the forlarren's diabolical nature fades and its fey aspect emerges once again.

Several ballads of the Feywild recount the dramatic fall of valiant forlarren. In all these tales, the hero achieves some great deed only to see their sinister, diabolical side surface. Deceiving their companions during their most daunting trials, the forlarren then betrays those companions at the worst moment possible.



FORLARREN

Medium fey, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	12 (+1)	11 (+0)	18 (+4)

Skills Acrobatics +5, Deception +8, Stealth +5

Senses darkvision 30 ft.; passive Perception 10

Languages Common, Sylvan

Challenge 3 (700 XP)

Magic Resistance. The forlarren has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The forlarren's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *expeditious retreat*, *false life*, *minor illusion*, *prestidigitation*

3/day each: *aid*, *misty step*, *Tasha's hideous laughter*

1/day each: *heal*, *heat metal*, *mirror image*

ACTIONS

Multiaction. The forlarren makes two claw attacks and one gore attack, or it makes three chromatic ray attacks.

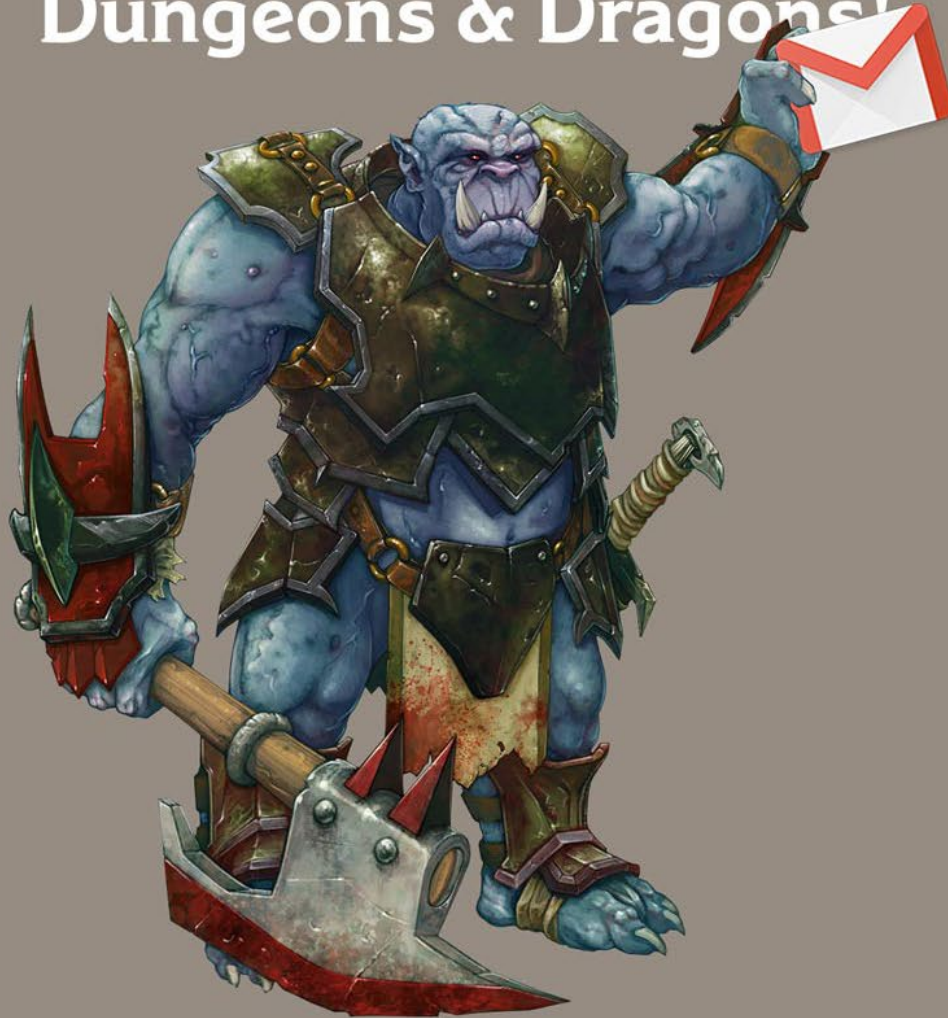
Claw. *Melee weapon attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage.

Gore. *Melee weapon attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) piercing damage.

Chromatic Ray. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 3 (1d6) lightning damage plus 3 (1d6) fire damage plus 3 (1d6) cold damage.

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The Best of the Dungeon Masters Guild

DMs Guild Adept Shawn Merwin highlights the creators who have been busier than Mammon's mint, crafting creatures, treasures, and encounters for the Nine Hells.

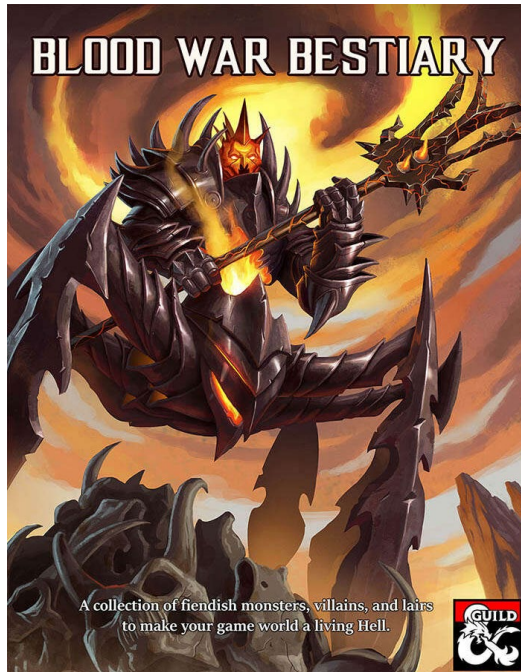
Shawn Merwin



The release of *Baldur's Gate: Descent into Avernus* has opened the infernal gates of the Nine Hells on the DMs Guild and products supporting the campaign are flooding in faster than the Stygian waters themselves. What fresh horrors, riveting adventures, fiendish treasures, and scheming devils await? Read on to find out!

MONSTERS OF THE BLOOD WAR

A trip to the Nine Hells provides a host of new adversaries for parties to face off against: From chaotic demons and cold, calculating devils to the celestial forces that challenge them both.



Blood War Bestiary, produced by Darrin Scott

Price: \$12.95 (PDF)

Nine of the best-known designers on the DMs Guild collaborated to provide fifty-seven new monsters for this supplement. Ranging from CR 1/2 to CR 20, all of these monsters play a significant role in the Blood War between the demons and devils. As well as the expected fiends, the *Blood War Bestiary* also presents a bevy of corrupted angels that are as flavorful as they are horrifying. The details of two new lairs add

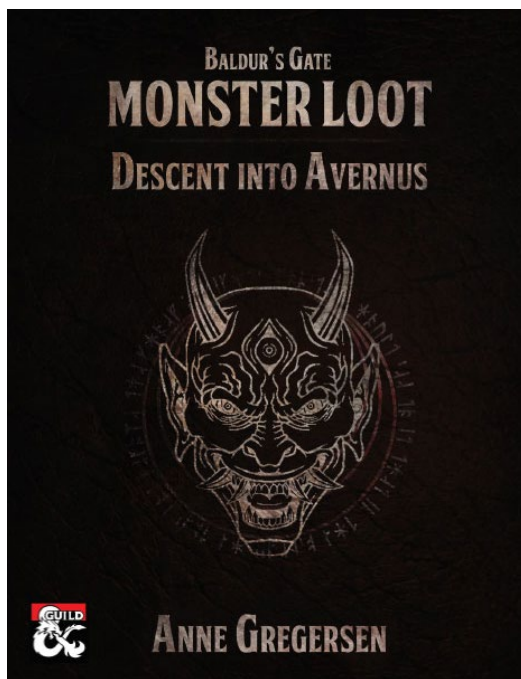
further mini-adventures to Avernus.

MORE INFO

Monster Loot – Baldur's Gate: Descent into Avernus, by Anne Gregersen

Price: \$2.95 (PDF)

Highlighted in our interview below, the *Monster Loot* series is a great resource for DMs. This supplement provides rules on harvesting the monsters you've killed, detailing how much game time and what kind of skill checks are needed to make them into useful items. This edition helps



players turn every foe featured in *Baldur's Gate: Descent into Avernus* into a useful item. From the benefits of using hollyphant feathers as an arrow fletching to what happens if you eat the heart of Baphomet, *Monster Loot – Baldur's Gate: Descent into Avernus* has you covered!

[MORE INFO](#)

DESIGN THOUGHT: INFINITE FIENDS

It's important for Dungeon Masters to challenge and delight their players with new threats, as fighting the same monsters time after time can become repetitive. This challenge increases when you're adventuring in the lower levels of the lower planes, as a Dungeon Master might feel only certain demons or devils represent the appropriate challenge rating for a party. Products such as the *Blood War Bestiary* (see above) are great for adding new threats to a campaign set in these environs, but it's also possible to take existing monsters and give them a fiendish flavor.

Lemures, nupperibos, and imps all provide a good challenge for a low-level party to fight but just a little improvisation can pepper the Nine Hells with devils even learned sages have never heard of. For example, you might take the stat block for an ape and add fire resistance to it. In place of the ape's regular hurled rock attack perhaps it can tear off its own head and throw it at enemies,

regrowing the head seconds later. This long-limbed devil—let's call it an epademaen—might be used by powerful demons to carry important items through dangerous territories.

Just that quick improvisation gives you a viable CR 1/2 monster which is unique to your game, spooking those veteran players who would normally know everything about a creature from its description alone.



CREATOR Q&A: ANNE GREGERSEN

Although relatively new to D&D, Anne Gregersen has proven to be a prolific, imaginative, and talented DMs Guild creator. Her works have been highlighted in this column before and her *Monster Loot* series is both a useful and imaginative tool for Dungeon Masters. She tells *Dragon+* about a creative process that has been aided by her role as Dungeon Master, with the support of her players.

What have your experiences with Dungeons & Dragons been like and what drew you to the game?

My experience is pretty minimal compared to a lot of the creators I've worked with. I didn't start playing D&D until a little over two years ago and I didn't start publishing material for it until September 2018. I've always loved fantasy storytelling, and playing D&D with my friends became a way for me to tell those stories to an active

audience. I was admittedly very bad at it in the beginning but my experiences running D&D games have made me a more creative and dedicated person and it has introduced me to some of the best people I've ever known.

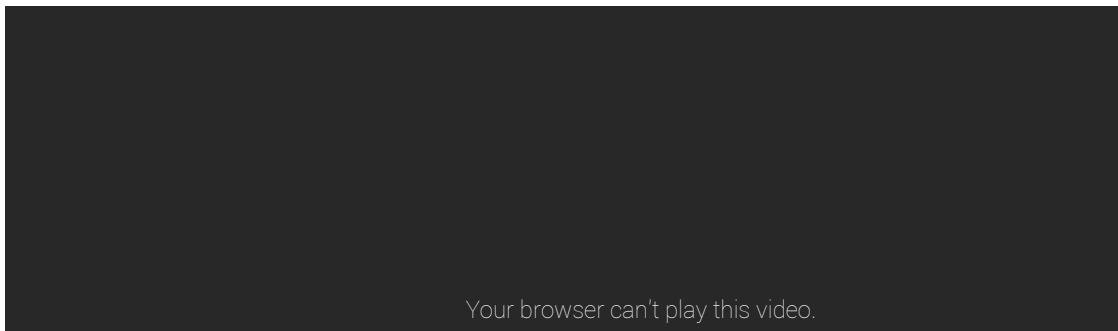
How did you first get into designing D&D products and what skills and talents did you bring to that?

I've always created what I wanted to create, at least when it came to solo products. It's been that way since I was a child, when I started writing about the characters and worlds I came up with in books and short stories. Most of my products are brought to life because I want to feature them in my own games. My logic is that if I make something I want to use and my players will enjoy, maybe someone else out there will like it too. I also wouldn't be here if it wasn't for my players. Their encouragement, patience, and support has been invaluable to my creative process.

What projects have you worked on. And what has that work taught you?

I've learned that you don't have to do everything yourself. In fact, the quality of your work is likely lessened if you do it all alone. Getting fresh eyes on something you made yourself or working with a team of creators on a project you're all excited to be a part of can be amazingly motivating.

A heartfelt thank you also goes out to [Chris Walz](#), who reached out to me in November 2018 to ask me to join a collaborative project called *[Clonker's Guide to Being A Hero](#)*, where I helped write a collection of children's adventures [featured in [Issue 28's round up of Extra Life charity works](#)]. At the time I didn't know anyone else in the DMs Guild community. I had never experienced the creative support, kindness, and professionalism Chris brought to the projects he managed, and I cannot thank him enough for giving me the best introduction to the creator community I could have hoped for.



[Learn more](#)

What was the impetus for the *Monster Loot* series and what has the feedback been like from fans?

I am a big fan of player agency and rewarding player participation in my games. When you've battled against something huge and dangerous, a monster that nearly wiped out the party or almost destroyed a village, you want something to show for it. The idea mostly came from the feeling of frustration I would get when I was fighting a monster for what felt like hours and then got nothing from it save a little bit of experience.

It's satisfying to be rewarded for completing something that's hard or challenging and when you can take something from a creature and wear it for all the world to see, that's an awesome feeling. Based on the feedback I received, this opinion is shared by a lot of people. I've gotten so many messages from DMs using *Monster Loot* in their games who tell me their players absolutely love it.

Some DMs struggle with treasure distribution—especially magic items—as handing out too many can sometimes harm a campaign. How does the *Monster Loot* series address that concern?

Many of the items in *Monster Loot* need to be processed before they can be used. You can't just pick up a dragon's tooth and start using it as a weapon. You have to take it to an artisan who will then turn it into a weapon for you. It's the same with monster hide. Other items are single-use and only have effects for a limited time and most of these also need to be processed in some way—either by cooking them or turning them into a potion for consumption. Since a lot of the items aren't actually magical, *Monster Loot* fits well into low-magic campaigns.

How do you use it in your campaigns?

Personally, I love giving my players a stupid number of magic items since it means I can throw bigger, badder enemies at them. However, I understand that most DMs might not want to do that in their games,

so the system is flexible enough to allow for many different playstyles. It's possible to use *Monster Loot* without the players being overwhelmed with gear.

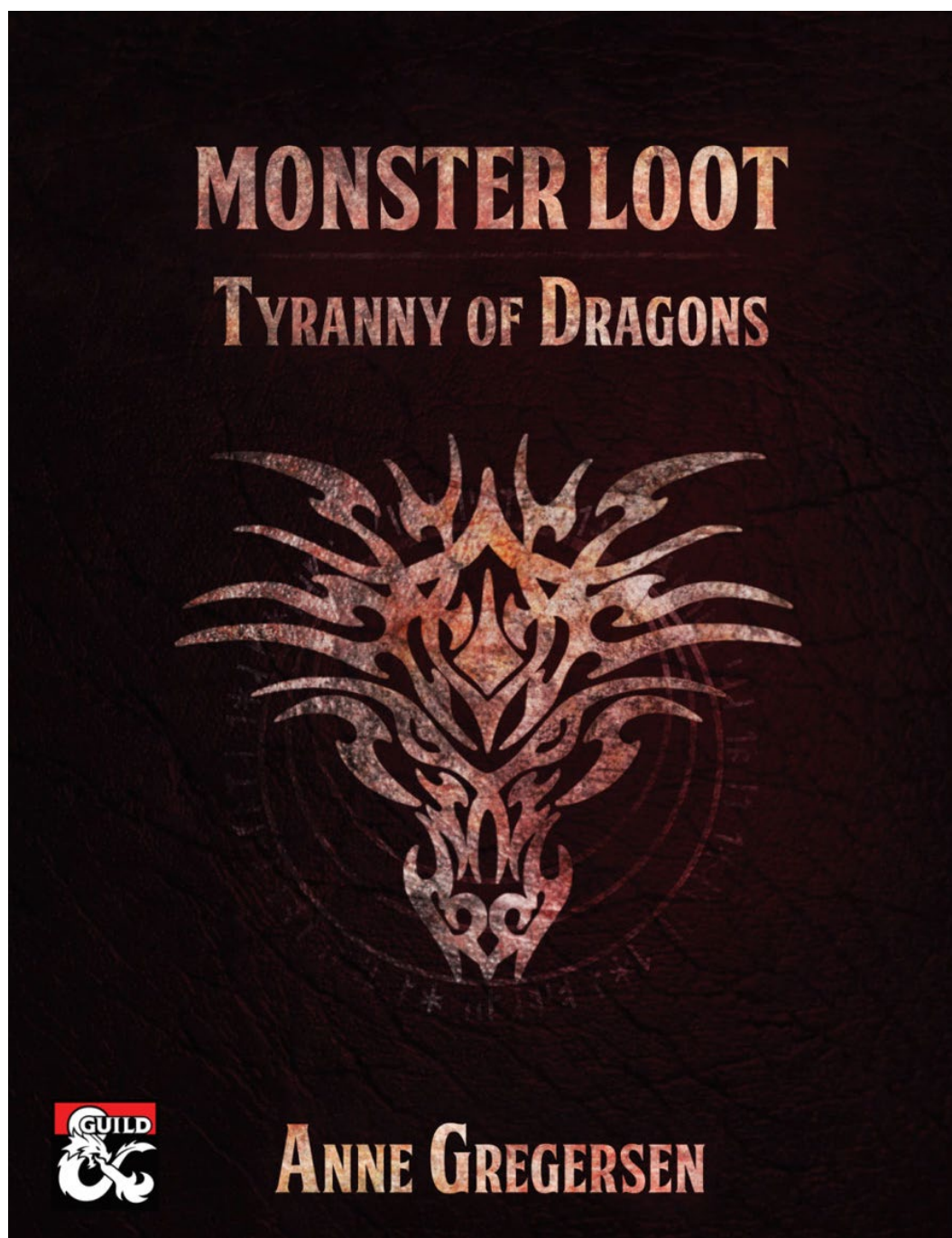
For example, players have to stop and take their time to fully harvest a creature. As part of that they might fail their checks and ruin the loot they would have otherwise gotten. Crafting the loot into useful items might also go poorly, leaving them with a pile of unusable flesh and bones. There are a lot of ways the DM can alter and manipulate the *Monster Loot* system so it fits their game. They can make it harder or easier to get the loot off the monster, thereby controlling the amount of loot the players receive.

What other projects are you working on?

You can look forward to many more volumes of *Monster Loot*, as I plan on creating one for each official D&D hardcover release. I have also just released **a crafting system** that will be complimentary to the looting system found in *Monster Loot*.

My biggest project to date is a collaboration set to release in early 2020 called *Wanted: Dead or Alive*, which brings together the skills of multiple bestselling authors on the DMs Guild to create a record of the most hardened, frightening criminals this side of the Sword Coast. I also have many other projects coming down the pipeline, but some are secret and others are currently more concept than idea.

You can visit the DMs Guild to see more content from **Anne Gregersen** and connect with her on **Twitter**.



Download Monster Loot – Tyranny of Dragons for free!

After braving the dangers of an acid-spewing dragon or the petrifying gaze of a snake-headed medusa it is reasonable that the adventurers who survived the monster's onslaught might claim some sort of prize. *Monster Loot – Tyranny of Dragons* provides individual loot for each monster appearing in the *Hoard of the Dragon Queen* and *The Rise of Tiamat* campaigns, as well as a basic crafting and harvesting system for fifth edition Dungeons & Dragons. Using this supplement adventurers can craft the hide,

teeth, and claws of their enemies into dangerous weapons and other equipment that is sure to mark them as legendary heroes of the realm.

[DOWNLOAD THE FREE PDF](#)

TREASURE: HARD-EARNED AND WELL-DESERVED

Treasure harvested from vanquished monsters isn't the only loot available to victorious characters in the Nine Hells. DMs Guild creators offer up curios aplenty to aid—or hinder—those campaigning in these devilish planes.

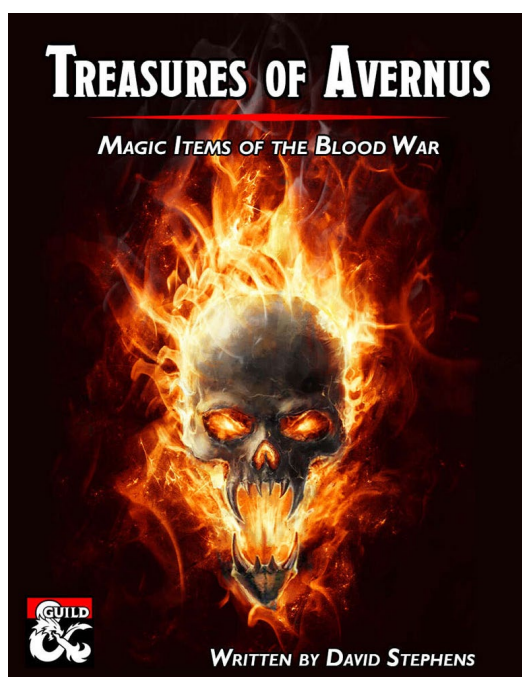


Artifacts of Avernus, by David D. Price: \$0.99 (PDF)

Magic items and trinkets from the mortal realms can be unusual and dangerous, but items found in the Nine Hells can be far stranger by comparison. *Artifacts of Avernus* provides fifty such items to delight and bedevil your players. The gems presented here range from legal items such as *blood ink* or the *ring of infringement*, bureaucratic aids such as the *soul scribe* or the *book of Zeeroks*, and martial items such as the potent essences of demon lords. Even

non-magical trinkets listed within this supplement are as flavorful as they are gruesome. Characters finding an infernal conch shell on the shore of the River Styx might not want to hold it to their ear, although a bag of fingernails harvested from tortured souls might have value in goblin societies.

[MORE INFO](#)



Treasures of Avernus, by David Stephens

Price: \$2.95 (PDF)

While the battlefields of the Blood War are teeming with the disgusting remains of fiends, this supplement reminds us that those soldiers are often joined by mortal and celestial creatures. Among the ichor and bones lie many infernal, celestial, and mortal items of warfare—from severed angel wings to tools for repairing infernal war machines. *Treasures of Avernus* details 40 new magic items, including seven suits of

armor and shields, thirteen weapons, twenty wondrous items and four new spells.

[MORE INFO](#)

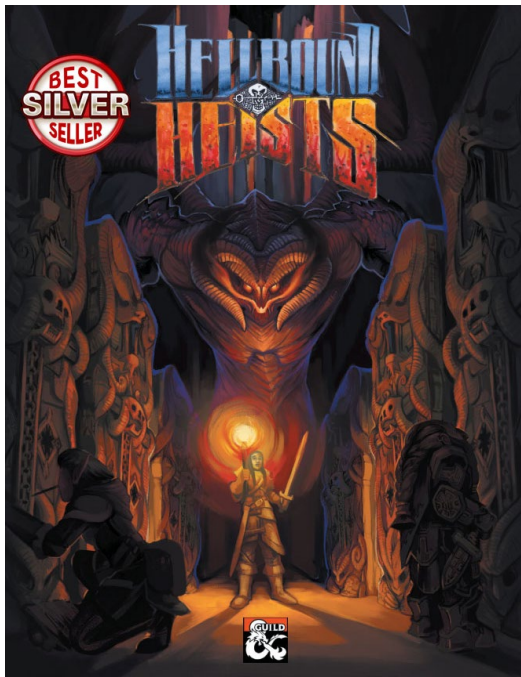
FURTHER ADVENTURES

Several other DMs Guild supplements provide further opportunities to extend your campaigns in *Baldur's Gate: Descent into Avernus*:

Hellbound Heists by Justice Arman, Xavier Bates, Christian Eichhorn, Anne Gregersen, Bryan Holmes, Ryan Langr, Chad M. Lensch, Steve “Jaspor” Orr, John D. Parker, RPGPapercrafts and Christopher Walz

Price: \$25.95 (PDF), \$49.95 (Premium hardcover book)

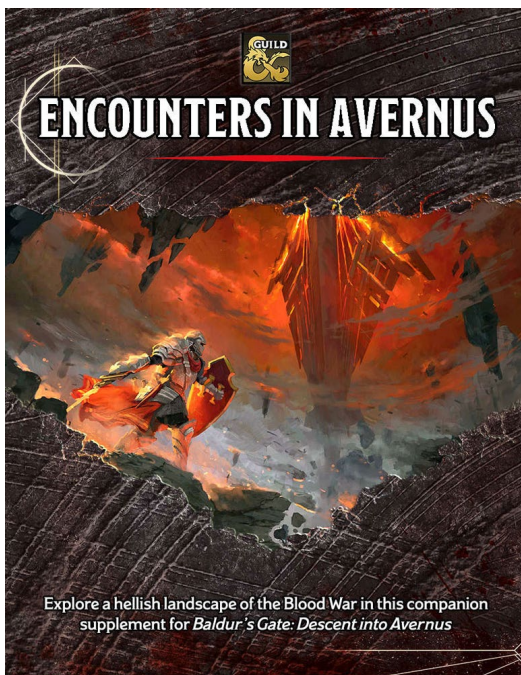
Weighing in at a hefty 289 pages, this supplement deserves to be on the gaming table right next to your



copy of *Baldur's Gate: Descent into Avernus*. Alongside the nine new adventures that help extend your fiendish campaign (suitable

for parties featuring characters from level seven to level twenty, *Hellbound Heists* also includes twenty-nine new monsters and twenty-three additional items.

[MORE INFO](#)



Encounters in Avernus by the DMs Guild Adepts

Price: \$5.95 (PDF)

Several of the Guild Adepts contributed to *Baldur's Gate: Descent into Avernus*, and here they draw upon their knowledge and experience in helping craft that book to add further content. *Encounters in Avernus* offers more than 60 short engagements in fallen Elturel, along the River Styx, and across the wastelands of Avernus. A set of encounter chains also provides longer adventures detailing more about

Tiamat and Zariel's roles in Avernus.

MORE INFO



Helltural by James Introcaso

Price: \$4.95 (PDF)

In the official *Baldur's Gate:*

Descent into Avernus storyline the fallen city of Elturel acts as the players' entry to the lower planes.

Helltural provides new adventure locations, plot hooks, magic items, and NPCs for use within the city of Elturel. As James Introcaso was one of the story creators for the *Descent into Avernus* hardcover, his work is authentic to that story.

MORE INFO

Game designer and editor Shawn Merwin's professional work on Dungeons & Dragons has ranged from third to fifth edition, showing up in sourcebooks, adventures, articles, and Organized Play administration. His most recent works include writing and design credits on *Acquisitions Incorporated* and *Baldur's Gate: Descent into Avernus*.

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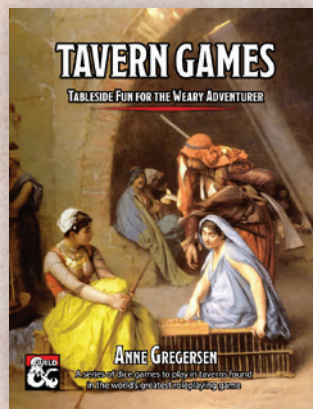
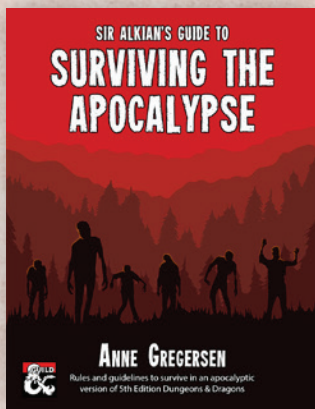
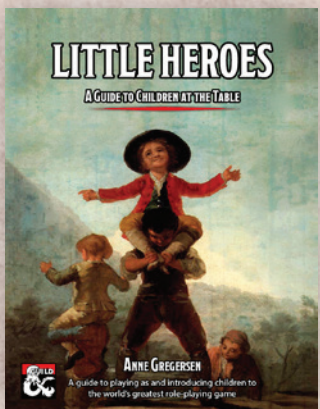
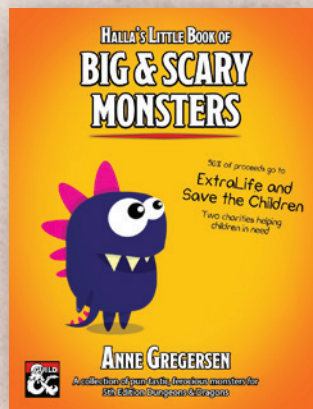
MONSTER LOOT

TYRANNY OF DRAGONS



ANNE GREGERSEN

ALSO BY ANNE GREGERSEN



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How To Use This Book?

The work is half the reward, but what if you want the whole reward? After braving the dangers of an acid-spewing dragon or the petrifying gaze of a snake-headed medusa, it is reasonable that the adventurers who survived the monster's onslaught might claim some sort of prize. This document supplies a list of items and loot that traveling adventurers might find on the monsters they encounter and slay on their fantastical journeys.

What follows in this section are some light mechanics for harvesting dead creatures. There are different types of loot that can be found on a monster, not all of which are necessarily useful for a group of travelling adventures. The supplied loot tied to each monster are simply suggestions that can be changed by the DM to fit the circumstances of the campaign they are running.

The loot found within this document has been designed with the rules below in mind for two reasons. First, this prevents characters immediately picking something up from a monster and using it seconds later. Second, this document assumes that there is a body left to harvest once the creature has been killed. This should be considered when the adventurers are fighting demons and devils, which are likely to leave no corpse as they respawn on their home plane after being killed on the Material Plane.

KILLING HUMANOID ENEMIES

Many humanoid enemies exist within the worlds of DUNGEONS & DRAGONS. Some of the more popular include goblins and orcs. Opposing their wicked ways have set brave adventurers on the path to becoming legends of the realm.

When killing a humanoid enemy, the adventurers are entitled to any loot the humanoid may carry on their person. Weapons, armor, and other sparse items are listed below the humanoid's name, as with every other monster. However, harvesting body parts, such as hide and flesh, from humanoid creatures is not something this document covers because we don't encourage adventurers to tear into the bodies of people.

HARVESTING CHECKS

There are a few ways to harvest the monsters found in the worlds of DUNGEONS & DRAGONS, and doing so can impact the nature of the game being played. What follows are some suggestions as to how the characters might be able to harvest a recently deceased creature.

ABILITY CHECK

When a character attempts to harvest a creature, they must first succeed on a specific ability check to successfully harvest the components from it. The nature of the ability check depends on the monster's type. The following table should be seen as a suggestion for splitting up the checks and can be changed to better fit the nature of the game at hand.

TYPE OF ABILITY CHECK

Creature Type	Ability Check
Beast, dragon, giant, monstrosity, plant	Nature
Humanoid	Survival
Celestial, fiend, undead	Religion
Aberration, construct, elemental, fey, ooze	Arcana

The DC of the check is determined by the CR of the creature being harvested, but the harvesting check DC **cannot be lower than 10** and **cannot be higher than 30**. If a character succeeds on the ability check, they are able to harvest all available loot on the monster. If they fail the check, the character is only able to harvest half of the items.

Harvesting Check DC = 10 + monster CR (not lower than 10 and not higher than 30)

If the character fails the check by 5 or more, a mishap occurs during the harvesting process. This could be anything from piercing a gland of acid to an environmental accident, such as a rock slide covering the creature. Regardless of the nature of the mishap, all loot is lost.

Remember that two characters can help one another harvest a creature. This means that one of them gains advantage on their roll, thereby increasing their chances of successfully looting the monster.

TOOL CHECK

Without the necessary tools, the characters might be unable to fully harvest the monster in question. The set of tools needed, if any, to harvest the creature is up to the DM and can vary from monster to monster. Weapons and armor can simply be picked up from the ground, while organs and hide need more finesse to obtain.

Alternatively, the DM can introduce the idea of **harvester's tools**, a type of artisan's tools that are required when harvesting certain resources from a creature, such as hide and organs. The harvester's tools come in a leather satchel that can be rolled out for easy use while in the field. The tool set includes a bonesaw, a thinly bladed knife, a whetstone, a scraper, and a mincing blade. The price for a set of harvester's tools is 30 gp.

HARVEST TIME

The size of the creature being harvested can heavily impact how long it takes to completely loot the monster. If the adventurers are unwilling to harvest for the entire duration, or they are somehow interrupted, they only get a portion of the loot. The amount of loot they get in such a situation varies and is decided by the DM.

TIME SPEND HARVESTING

Monster Size	Time to Fully Harvest
Tiny	Less than ½ hour
Small	½ hour
Medium	1 hour
Large	2 hours
Huge	4 hours
Gargantuan	8+ hours

TIME OF DEATH

The amount of loot available on a creature can vary depending on time since death. If the characters just killed it, all the loot is available to them if they wish to harvest the creature. This is not the case if they stumble upon a carcass that has been rotting away in the wild for several weeks.

The DM should estimate the amount of loot left on a monster if the party stumbles upon a dead creature. In most cases, it is impossible to harvest food from creatures entering a state of decay. There are exceptions to this, such as a character using the spell *purify food and water* on the carcass, which might cleanse the flesh enough that rations can be harvested.

TYPES OF LOOT

Some creatures are able to use armor and weapons, but they don't always take the best care of them. If an item has the **broken** descriptor, the item was damaged prior to fighting or during the fight in which the creature died. A broken item does not function until it has been repaired by an artisan or by a creature with proficiency in the required set of tools. To repair the item, the characters must pay half of the cost of the item. For instance, a broken glaive with an initial cost of 20 gp would cost 10 gp to repair.

Other items, such as blood or other liquids, are harvested in **vials**. This means that, unless a character has some sort of container to gather the item, they cannot harvest it from the creature. A single vial holds four ounces of liquid. If items like dust or ash can be harvested, these also need to be stored in some sort of container if the characters wish to bring it with them.

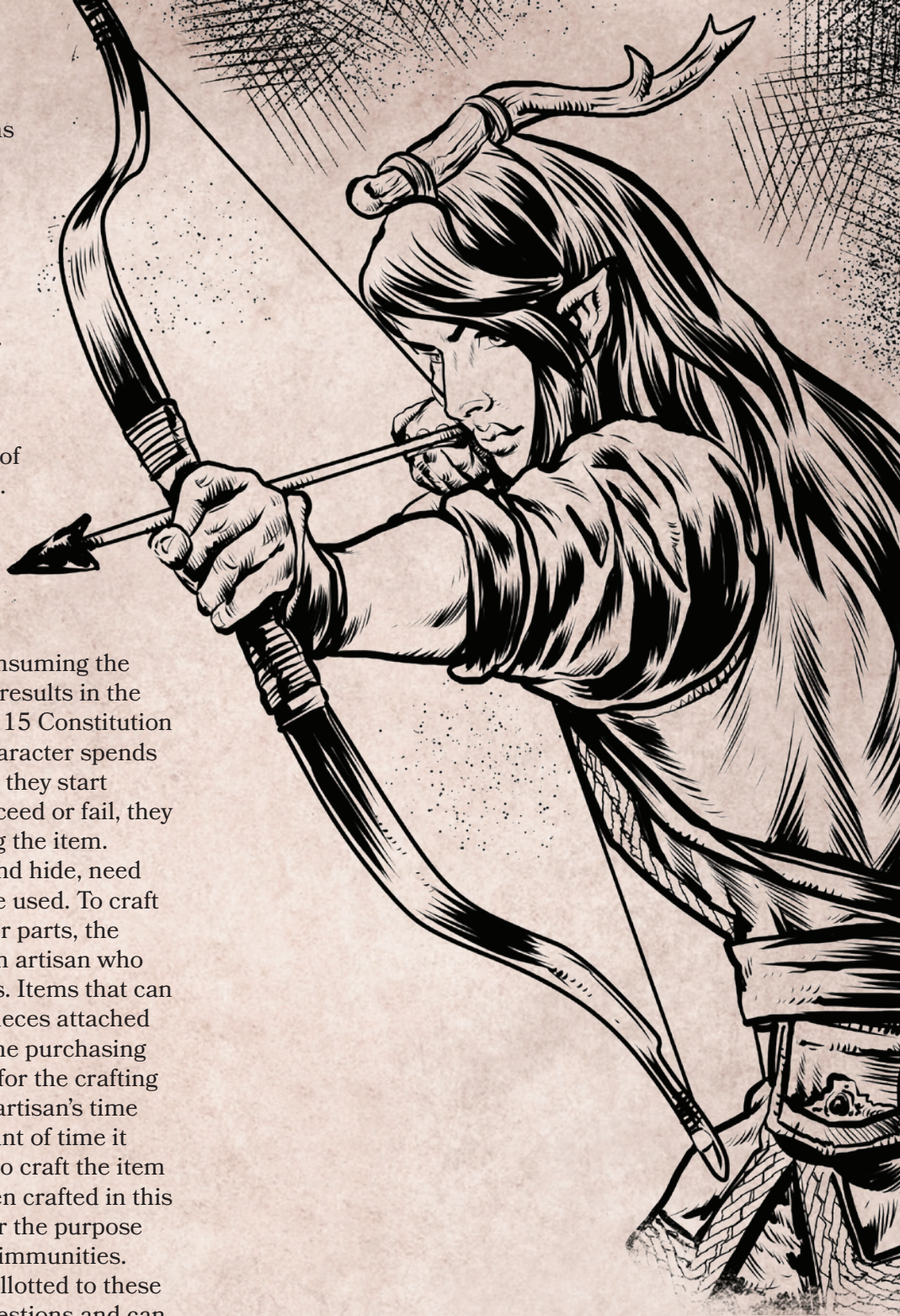
Some creatures, like beasts and monstrosities, might yield **rations**. This refers to harvesting meat from the creature that can be eaten as a day's ration. Whether or not this meat needs to be cooked before it is edible and how long it lasts before it turns rancid is determined by the DM. Most meat starts to go bad after 1-2 days, if not cooked or cured.

Certain creatures have items that can be used as an **additional material component** for spellcasters. The use of these components must be declared before any saving throws or attack rolls are made because of the spell in question. When the item is used in this way, it is consumed in the process of casting the spell and cannot be reused.

The same is the case for items that need to be **consumed** by a character. As an action, these items are eaten or drunk to gain their benefits and cannot be reused. To consume these items, they first need to be treated using a specific tool set. The consumable can be turned into a potion using alchemist's supplies, cooked using cook's utensils, or distilled into a type of alcohol using brewer's supplies. Creating one consumable takes an hour and the DC for creating the finished consumable is equal to $5 + \text{monster CR}$ (not lower than 10 and not higher than 30). Consuming the item before it has been treated results in the character having to make a DC 15 Constitution saving throw. If they fail, the character spends their next turn incapacitated as they start throwing up. Whether they succeed or fail, they gain no benefit from consuming the item.

Some things, such as teeth and hide, need to be **crafted** before they can be used. To craft an item from harvested monster parts, the materials need to be taken to an artisan who knows how to craft magic items. Items that can be crafted have a cost in gold pieces attached to them. This cost represents the purchasing of additional materials needed for the crafting process and also the the hired artisan's time working on the item. The amount of time it would take the trained artisan to craft the item is also noted. If an item has been crafted in this way, it is considered magical for the purpose of overcoming resistances and immunities. The cost and designated time allotted to these items should be seen as a suggestions and can be changed to fit the nature of the game being played.

An exception to this is when a character is using monster loot to make **ammunition**, such as arrows and crossbow bolts. When making ammunition, the character only needs to have proficiency in the weapon the ammunition is for to successfully make the item. It takes 10 minutes to make one piece of ammunition.



AMBUSH DRAKE

- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Tribal Amulet. There is a 10% chance that the amulet is an amulet of health (DMG, p. 150), 30% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150), and a 60% chance that it is a non-magical tribal amulet.

CAPTAIN OTHELSTAN

- 1 Broken Flail.
- 1 Broken Shield.
- 1 Broken Splint Armor (size Medium).
- 1d4 Spears.

AZBARA JOS

- 1 Arcane Focus.
- 1 Broken Dagger.
- 1d2 Scrolls of *mage armor*.
- 1 Spellbook. It has in it the following spells: *fog cloud*, *misty step*, *scorching ray*, *thunderwave*.

DRAGONCLAW

- 1 Amulet of the Cult of the Dragon. While wearing this amulet, you have advantage on saving throws against being charmed or frightened.
- 1 Broken Leather Armor (size Medium).
- 1 Broken Scimitar.

BLAGOTHKUS

- 1 Cloud Giant Heart. Can be crafted into a *potion of cloud giant strength* (DMG p. 187) (10,000 gp, 150 days)
- 1 Cloud's Core. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *fog cloud*, *misty step* and *gaseous form* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.

DRAGONFANG

- 1 Amulet of the Cult of the Dragon. While wearing this amulet, you have advantage on saving throws against being charmed or frightened.
- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor (size Medium).

DRAGONSOU

- 1 Amulet of the Cult of the Dragon. While wearing this amulet, you have advantage on saving throws against being charmed or frightened.
- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor (size Medium).

DRAGONWING

- 1 Amulet of the Cult of the Dragon. While wearing this amulet, you have advantage on saving throws against being charmed or frightened.
- 1 Broken Leather Armor (size Medium).
- 1 Broken Scimitar.

DRALMORRER BORNGRAY

- 1 Broken Dagger.
- 1 Broken Longsword.
- 1 Broken Shield.
- 1 Broken Studded Leather Armor (size Medium).

FRULAM MONDATH

- 1 Broken Chain Mail Armor (size Medium).
- 1 Broken Halberd.

ICE TOAD

- 1 Ice Toad Hide. Two hides can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage.
- 1d6 Ice Toad Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 cold damage on a hit. After the ammunition has been fired, it loses this property.

JAMNA GLEAMSILVER

- 1 Broken Leather Armor (size Small).
- 1 Broken Shortsword.

LANGDEDROSA CYANWRATH

- 1 Broken Greatsword.
- 1 Broken Splint Armor (size Medium).
- 1d4 Spears.

NAERGOth BLADELORD

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Longsword.
- 1 Broken Plate Armor (size Medium).
- 2d8 Vials of Necrotic Essence. As an action, the essence can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the weapon or ammunition must make a DC 15 Constitution saving throw or take 3d6 necrotic damage on a failed save and half as much damage on a successful one. Once applied, the essence retains its potency for one minute before drying.

NERONVAIN

- 1 Broken Shortsword,

PHARBLEX SPATTERGOO

- 1 Broken Shield.
- 1 Broken Studded Leather Armor (size Small).
- 1d4 Spears.
- 1d4 Vials of Bullywug Slime. When consumed, you become amphibious for one round.

Each creature within 10 feet of where the gland landed must succeed on a DC 27 Constitution saving throw, taking 16d8 cold damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.

- 1 Tiamat Lightning Sparker. As an action, you slam this sparker into the ground. Each creature in a 20 foot line that is 5 feet wide must make a DC 27 Dexterity saving throw, taking 16d10 lightning damage on a failed save, or half as much damage on a successful one. The sparker is unstable and will burst 3d6 hours after being harvested, regardless of if it was slammed or not.
- 1 Tiamat Poison Gland. As an action, you can throw this gland up to 30 feet away where it will explode in a cloud of poison. Each creature within 10 feet of where the gland landed must succeed on a DC 27 Constitution saving throw, taking 22d6 poison damage on a failed save, or half as much damage on a successful one. The gland is fragile

and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.

- 1d2 Red Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1d12 Red Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 1d2 White Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1d12 White Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage.
- 1d2 Wings of Tiamat. One wing can be crafted into a resistant cloak (15,000 gp, 110 days). Requires attunement. When worn, you have resistance to acid, cold, fire, lightning, and poison damage.

CREATURES FROM THE MONSTER MANUAL

The following creatures from the *Monster Manual* appear in *Tyranny of Dragons*, alongside new monsters and enemies fit for looting. The entries below can all be found in the *Monster Loot: Monster Manual* supplement and have been added to this document for easy reference. They are largely unchanged from how they are written in the *Monster Loot: Monster Manual* supplement.

ACOLYTE

- 1 Broken Club.
- 1 Flask of Holy Water.
- 1 Holy Symbol. Matches the religious beliefs of the acolyte.

ADULT BLACK DRAGON

- 1 Adult Black Dragon Acid Gland. As an action, you can throw this gland up to 30 feet away where it will explode in a burst of acid. Each creature within 10 feet of where the gland landed must succeed on a DC 18 Dexterity saving throw, taking 12d8 acid damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 1d6 Black Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1d2 Black Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.

- 1 Black Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage. Two sets of armor can be crafted from this hide.
- 1d2 Black Dragon Lung Tissue. When consumed, you become amphibious for 8 hours. 27
- 2d8 Black Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage.
- 2d8 Black Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 acid damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Black Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to acid damage.
- 4d6 Rations.

ADULT BLUE DRAGON

- 1 Adult Blue Dragon Lightning Sparker. As an action, you slam this sparker into the ground. Each creature in a 20 foot line that is 5 feet wide must make a DC 19 Dexterity saving throw, taking 12d10 lightning damage on a failed save, or half as much damage on a successful one. The sparker is unstable and will burst 3d6 hours after being harvested, regardless of if it was slammed or not.

- 1d6 Green Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.
- 1d2 Green Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.
- 1 Green Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage. Two sets of armor can be crafted from this hide.
- 1d2 Green Dragon Lung Tissue. When consumed, you become amphibious for 8 hours.
- 2d8 Green Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 2d8 Green Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 poison damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Green Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to poison damage.
- 4d6 Rations.

- 1 Adult Green Dragon Poison Gland. As an action, you can throw this gland up to 30 feet away where it will explode in a cloud of poison. Each creature within 10 feet of where the gland landed must succeed on a DC 18 Constitution saving throw, taking 16d6 poison damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.

- 1 Adult White Dragon Frost Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a frosty explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 19 Constitution saving throw, taking 12d8 cold damage on a failed save, or half as much damage on

- 1d6 White Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1d2 White Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1 White Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage. Two sets of armor can be crafted from this hide.
- 2d8 White Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage.
- 1d4+1 White Dragon Soles. Two soles can be crafted into a set of ice walker's boots (100 gp, 7 days). While wearing these shoes, you can move and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost you extra movement.
- 2d8 White Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 cold damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 White Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to cold damage.
- 4d6 Rations.

- 1d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d4+1 Vials of Air Essence. When consumed, for one minute your jumping and leaping distance is doubled and your speed is increased by 10 feet.

- 1 Ancient Brass Dragon Fire Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a fiery explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 24 Dexterity saving throw, taking 26d6 fire damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 2d6 Brass Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1d2 Brass Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1 Brass Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage. Three sets of armor can be crafted from this hide.
- 2d12 Brass Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 2d12 Brass Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use

ammunition made from these teeth deal an additional 1d6 fire damage on a hit. After the ammunition has been fired, it loses this property.

- 1d2 Brass Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 10d6 Rations.
- 1d4 Vials of Sleep Gas. As an action, you can throw this vial up to 30 feet away where it will shatter. Each creature within 20 feet of where the vial landed must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

ANCIENT BRONZE DRAGON

- 1 Ancient Bronze Dragon Lightning Sparker. As an action, you slam this sparker into the ground. Each creature in a 20 foot line that is 5 feet wide must make a DC 23 Dexterity saving throw, taking 16d10 lightning damage on a failed save, or half as much damage on a successful one. The sparker is unstable and will burst 3d6 hours after being harvested, regardless of if it was slammed or not.
- 1 Ancient Bronze Dragon Repulsion Organ. Once per day, you can use an action to activate this organ to send out repulsion in a 15 foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw or be pushed 30 feet away from you.
- 2d6 Bronze Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1d2 Bronze Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.

- 1 Bronze Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage. Three sets of armor can be crafted from this hide.
- 2d12 Bronze Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage.
- 2d12 Bronze Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 lightning damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Bronze Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to lightning damage.
- 10d6 Rations.

ANCIENT COPPER DRAGON

- 1 Ancient Copper Dragon Acid Gland. As an action, you can throw this gland up to 30 feet away where it will explode in a burst of acid. Each creature within 10 feet of where the gland landed must succeed on a DC 22 Dexterity saving throw, taking 15d8 acid damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 2d6 Copper Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1d2 Copper Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.

- taking 26d6 fire damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.

- 2d6 Gold Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1d2 Gold Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1 Gold Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage. Two sets of armor can be crafted from this hide.
- 1d2 Gold Dragon Lung Tissue. When consumed, you become amphibious for 8 hours.
- 2d12 Gold Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 2d12 Gold Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 fire damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Gold Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 10d6 Rations.
- 1d4 Vials of Weakening Gas. As an action, you can throw this vial up to 30 feet away where it will shatter. Each creature within 20 feet of where the vial landed must succeed on a DC 22 Constitution saving throw or have disadvantage on Strength-based attack

- 1 Ancient Gold Dragon Fire Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a fiery explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 24 Dexterity saving throw,

rolls, Strength checks, and Strength saving throws for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ANCIENT SILVER DRAGON

- 1 Ancient Silver Dragon Frost Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a frosty explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 22 Constitution saving throw, taking 16d8 cold damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 2d6 Silver Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1d2 Silver Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1 Silver Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage. Three sets of armor can be crafted from this hide.
- 2d12 Silver Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage.
- 2d12 Silver Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 cold damage on a hit. After the ammunition has been fired, it loses this property.

- 1d2 Silver Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to cold damage.
- 10d6 Rations.
- 1d4 Vials of Paralyzing Gas. As an action, you can throw this vial up to 30 feet away where it will shatter. Each creature within 20 feet of where the vial landed must succeed on a DC 22 Constitution saving throw or be paralyzed for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ANIMATED ARMOR

- 1 Broken Plate Armor (size Medium).
- 1 Ounce of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

ASSASSIN

- 1 Broken Light Crossbow.
- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor.
- 1 Set of Thieves' Tools.
- 3d6 Poisoned Crossbow Bolts. When you hit a creature using this piece of ammunition, the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature uses an action to shake it awake.
- 1d2 Vials of Poison.

BULLYWUG

- 1 Broken Hide Armor (size Small).
- 1 Broken Shield.
- 1 Broken Spear.
- 1 Vial of Bullywug Slime. When consumed, you become amphibious for one round.

CHIMERA

- 1d8 Chimera Claws. Can be sold for 3 gold pieces per claw.
- 1 Chimera Fire Gland. When consumed, the gland functions as a *potion of fire breathing*.
- 1d2 Chimera Hooves. These hooves can be sold for 10 gold pieces per hoof.
- 1d2 Chimera Wings. Two wings can be crafted into a *cloak of protection* (DMG p. 159) (200 gp, 14 days).
- 2d6 Rations.

CHUUL

- 1d2 Chuul Pinchers. Two pinchers can be crafted into a greatsword (150 gp, 10 days). When attacking with this weapon, you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 14) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.
- 2d4 Vials of Chuul Blood. When consumed, you are under the effects of the detect magic spell for 10 minutes. This effect isn't magical.

CLAY GOLEM

- 1d6 Chunks of Earth Essence. As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 3

(1d6) bludgeoning damage, and the weapon deals double damage to objects and structures.

- 2d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.
- 1d4 Vials of Liquid Clay. When consumed, you gain resistance to acid damage for one hour.

COMMONER

- 1 Broken Club.

CROCODILE

- 1 Crocodile Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 2d6 Rations.

CULT FANATIC

- 1 Broken Leather Armor.
- 1 Broken Dagger.
- 1 Symbol of the cultist's order.

CULTIST

- 1 Broken Leather Armor.
- 1 Broken Scimitar.
- 1 Symbol of the cultist's order.

CYCLOPS

- 1 Broken Greatclub.
- 1 Cyclops Eye. Can be crafted into a *driftglobe* (DMG p. 166) (200 gp, 14 days).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.

- are reading a creature's mind, you have advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against it.

- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

- ## DRUID

- 1d4 Day Rations.
- 1 Druidic Focus.
- 1 Quarterstaff.
- 1 Waterskin.

- 1d4+1 Chunks of Earth Essence. As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.
- 1d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

EFREETI

- 1 Blazefire Scimitar. Requires attunement. When you hit a creature with this weapon, you deal an additional 1d10 fire damage to it.
- 1 Efreeti Sash. Can be crafted into a cloak or cape (2000 gp, 60 days). Requires attunement. When worn, you are resistant to fire damage.
- 1 Vial of Efreeti Smoke. Requires attunement by a spellcaster. Can be used as an arcane focus or a druidic focus.

1d2 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

- 1d4 Ettercap Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d6 Rations.
- 1d3 Web Sac. As an action, you can target a creature within 30 feet of you and make a ranged attack at them. You treat the sac as an improvised weapon. If you hit the creature, they are restrained as the sac ruptures and covers them with webbing. On its turn, the restrained creature can use an action to attempt to make a DC 11 Strength check, freeing itself on a success. The effect ends if the webbing is destroyed. The webbing has an AC of 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

- 1 Broken Battleaxe.
- 1 Broken Morningstar.
- 1 Ettin Heart. When consumed, this functions as a *potion of hill giant strength*. (DMG p. 187) (100 gp, 2 days)
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.

- **1d4 Ounces of Arcane Dust.** Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- **1d4+1 Vials of Fire Essence.** This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

- 1d4 Flesh Golem Strips. When consumed, you gain resistance to lightning damage for one hour.
- 2d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

- 1d2 Chunks of Earth Essence. As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.
- 2d6 Magical Pebbles. One pebble can be used as ammunition for a sling. These pebbles acts as +1 ammunition.

GRIFFON

- 1d6 Griffon Claws. Can be crafted into a dagger (50 gp, 3 days). This weapon deals an additional 1d4 damage against beasts.
- 1d10 Griffon Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d6 damage on a hit if the target is a beast. After the ammunition has been fired, it loses this property.
- 2d6 Rations

GUARD

- 1 Broken Chain Shirt.
- 1 Broken Shield.
- 1d4 Broken Spears.

HELMED HORROR

- 1 Broken Longsword.
- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 2d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

HILL GIANT

- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Hill Giant Heart. Can be crafted into a *potion of hill giant strength* (DMG p. 187) (100 gp, 2 days)

- 1 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150) and a 90% chance that it is a nonmagical tribal amulet.

HOBGOBLIN

- 3d6 Arrows.
- 1 Broken Chain Mail Armor (size Medium).
- 1 Broken Longbow.
- 1 Broken Longsword.
- 1 Broken Shield.

HOBGOBLIN CAPTAIN

- 1 Broken Greatsword.
- 1 Broken Half Plate Armor (size Medium).

KNIGHT

- 1 Broken Greatsword.
- 1 Broken Heavy Crossbow.
- 1 Broken Plate Armor.
- 2d6 Crossbow Bolts.

KOBOLD

- 1 Broken Dagger.
- 1 Broken Sling.

LIZARDFOLK

- 1 Broken Heavy Club. This weapon, when repaired, functions as a martial weapon that deals 1d6 bludgeoning damage on a hit. It costs 2 gold pieces to repair the weapon.
- 1 Broken Spiked Shield. This weapon, when repaired, functions as a light martial weapon that deals 1d6 piercing damage on a hit and also functions as a shield. You need proficiency with both to wield it. It costs 20 gold pieces to repair the weapon.
- 1d3 Javelins.

MAGE

- 1 Arcane Focus.
- 1 Broken Dagger.
- 1 Book.
- 1 Spellbook. It has in it the following spells: *cone of cold*, *greater invisibility*, *misty step*, *suggestion*.

MERROW

- **1 Broken Harpoon.** This weapon, when repaired, functions as a martial weapon that deals 2d6 piercing damage on a hit. The weapon has a throwing range of 20/60. If the target is a Large or smaller creature, it must succeed on a Strength contest against you or be pulled up to 20 feet toward you. It costs 40 gold pieces to repair the weapon.
- **1 Merrow Hide.** Can be crafted into a set of light armor (100 gp, 7 days). While wearing this armor, your swimming speed equals your movement speed.
- **2d6 Rations.**

MEZZOLOTH

- 1 Trident. This weapon is magical.
- 1d4 Mezzoloth Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1 Mezzoloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.
- 1d6 Vials of Yugoloth Muk. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the darkness

spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

- 1d4 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.

MUMMY

- 1 Mummy Skull. Can be crafted into a helmet of dreadful glaring (200 gp, 14 days). Requires attunement. As a bonus action, you can target one creature you can see within 60 feet of you. If the target can see you, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of your next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. Once you have used the item in this way, you can't do so again until you finish a short or long rest.
- 2d4 Mummy Wrapping Strips. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

MUMMY LORD

- 1d2 Mummy Eyes. Can be crafted into a wand of fear (DMG p. 210) (2000 gp, 30 days).
- 1d2 Mummy Hands. Requires attunement. Can be used as an arcane focus. You know the sacred flame cantrip, but only when you are holding onto the hand. Charisma is your spellcasting ability for the cantrip.
- 1 Mummy Skull. Can be crafted into a helmet of dreadful glaring (200 gp, 14 days). Requires attunement. As a bonus action, you can target one creature you can see within 60 feet of you. If the target can see you, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the

end of your next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. Once you have used the item in this way, you can't do so again until you finish a short or long rest.

- **2d10 Mummy Wrapping Strips.** Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

NOBLE

- 1 Broken Breastplate.
- 1 Broken Rapier.
- 1d4 Random Gems (Value 10 GP).

NYCALOTH

- 1 Greataxe. This weapon is magical.
- 1 Nycaloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1d2 Nycaloth Wings. Two wings can be crafted into a cloak of the bat (DMG p. 159) (2000 gp, 60 days).
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.
- 1d8 Vials of Yugoloth Muk. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the darkness spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d6 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.

OGRE

- 1 Broken Greatclub.
- 1 Broken Hide Armor (size Large).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d4 Javelins.

OTYUGH

- 1 Otyugh Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d4 Large Otyugh Teeth. Can be crafted into a dagger (200 gp, 14 days). Once per day, when you hit a creature with this weapon, you can force the creature to make a DC 15 Constitution saving throw against the disease in the weapon. On a failed save, the creature is poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 1d10 on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.
- 1d2 Otyugh Tentacles. Can be crafted into a maul (100 gp, 7 days). On a hit, you deal an additional 1d4 piercing damage with this weapon.
- 1d8 Small Otyugh Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 poison damage on a hit. After the ammunition has been fired, it loses this property.
- 1d4 Vials of Otyugh Blood. When consumed, you can magically transmit simple messages and images to any creature within 120 feet of you that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond. This effect lasts for 10 minutes.

PERYTON

- 1d10 Peryton Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers have an increased range of 10 feet. After the ammunition has been fired, it loses this property.
- 1d4 Peryton Talons. Can be crafted into a dagger (2 gp, 1 day).
- 1d10 Peryton Teeth. Can be sold for 5 gold pieces per tooth.
- 1d6 Rations.

POLAR BEAR

- 1d4 Polar Bear Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1 Polar Bear Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 2d6 Rations.

PRIEST

- 1 Broken Mace.
- 1 Broken Chain Shirt.
- 1d4 Flasks of Holy Water.
- 1 Holy Symbol. Matches the religious beliefs of the priest.
- 1 Potion of Healing.

ROPER

- 2d6 Rations.
- 1 Roper Hide. Can be crafted into a cloak or cape (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in rocky terrain and you can attempt to blend in with cave walls.
- 1d10 Roper Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal

an additional 1d4 piercing damage on a hit. After the ammunition has been fired, it loses this property.

- 1d6 Roper Tendrils. Can be crafted into a whip (200 gp, 14 days). When attacking with this weapon, you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.

RUG OF SMOTHERING

- 1 Carpet. Can be worn as a cloak. While wearing this ragged fabric, you have advantage on Charisma checks made to pass off as a member of the lower class.
- 1d2 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

SCOUT

- 2d6 Arrows.
- 1 Broken Leather Armor.
- 1 Broken Longbow.
- 1 Broken Shortsword.

SHAMBLING MOUND

- 1d4 Shambling Branches. Can be used as a druidic focus. Once per day, in response to taking lightning damage you can use your reaction to give yourself resistance to that instance of the damage.
- 2d6 Shambling Vines. Three vines can be crafted into a *rope of climbing* (DMG p. 197) (200 gp, 14 days). Six vines can be crafted into a *rope of entanglement* (2000 gp, 30 days).

- with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.
- 2d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
 - 1d8 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

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VETERAN

- 1 Broken Heavy Crossbow.
- 1 Broken Longsword.
- 1 Broken Shortsword.
- 1 Broken Splint Armor.
- 2d6 Crossbow Bolts.

VIOLET FUNGI

- 1 Violet Fungus Tendril. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 1d4 necrotic damage when you cast the spell.
- 1d6 Rations.

WARHORSE

- 2d6 Rations.
- 1 Warhorse Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).

WATER ELEMENTAL

- 1d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d4+1 Vials of Water Essence. When consumed, the pure water cleanses the body. If you are suffering from either the blinded, deafened, paralyzed, or the poisoned condition, you can choose one of these conditions and end its effects on you. Alternatively, the essence can also remove one disease that is afflicting you.

WIGHT

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Longsword.
- 1 Broken Studded Leather Armor (size Medium).
- 1 Wight Heart. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 4d6 necrotic damage when you cast the spell and you regain hit points equal to the amount of necrotic damage dealt.

WILL-O-WISPS

- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.
- 1d4 Wisps of Light. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

WINGED KOBOLD

- 1 Broken Dagger.

WOLF

- 1d6 Rations.
- 1 Wolf Hide. Two hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).

WRAITH

- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on

- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.
- 1d6 Vials of Shadow Flux. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

- 2d6 Rations.
- 1 Wyvern Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1 Wyvern Stinger. Can be crafted into a shortsword (200 gp, 14 days), or a longsword (200 gp, 14 days). This weapon deals an additional 1d6 poison damage on a hit.
- 1d12 Wyvern Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 damage. After the ammunition has been fired, it loses this property.

- 1d2 Blue Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1d2 Blue Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.

- 1 Blue Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage.
- 2d4 Blue Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage.
- 2d4 Blue Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 lightning damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Young Blue Dragon Wings. One wing can be crafted into a resistant cloak (200 gp, 14 days). Requires attunement. When worn, you can use your reaction to give yourself resistance to lightning damage.
- 2d6 Rations.

- 1d2 Red Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1d2 Red Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1 Red Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 2d4 Red Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 2d4 Red Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use

ammunition made from these teeth deal an additional 1d6 fire damage on a hit. After the ammunition has been fired, it loses this property.

- 1d2 Young Red Dragon Wings. One wing can be crafted into a resistant cloak (200 gp, 14 days). Requires attunement. When worn, you can use your reaction to give yourself resistance to fire damage.
- 2d6 Rations.

YUAN-TI ABOMINATION

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Scimitar.
- 2d6 Rations.
- 1d4 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.
- 1 Yuan-ti Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 1d8 Yuan-ti Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 poison damage. After the ammunition has been fired, it loses this property.

YUAN-TI MALISON

- 3d6 Arrows (Type 1 and 3).
- 1 Broken Longbow (Type 1 and 3).
- 1 Broken Scimitar (Type 1 and 3).
- 1d6 Rations.
- 1 Vial of Shapeshifter Blood. Can be used as an additional material component when casting spells that

physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

- 1 Yuan-ti Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 1d4 Yuan-ti Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 poison damage. After the ammunition has been fired, it loses this property.

YUAN-TI PUREBLOOD

- 2d6 Arrows.
- 1 Broken Scimitar.
- 1 Broken Shortbow.



The Imminent Light

A Baldur's Gate: Descent Into Avernus side quest, connecting the Hellriders with the powerful artifact known as the Imminent Light....

In the previous issue of *Dragon+* Mark Price and David Roomes treated us to a piece of fiction connected to the *Baldur's Gate: Descent Into Avernus* storyline. In “*Kallinor's Charge*” a band of knights seek a powerful artifact, the *Imminent Light*, which is needed to help save the city of Elturel... yet the item is cursed, requiring those who use its magic to do so at the cost of their very souls.

“I’ve always enjoyed checking out the deleted scenes to my favorite films, finding them to be an interesting window into the structure of a narrative,” Price says. “The following scenario has become just that. It started as a side quest I’d designed for *Baldur's Gate: Descent Into Avernus*, and was subsequently cut for length. However, I got the chance to bring it back to life as a short story—with the help of my co-writer, David Roomes.



“This side quest is set during the Candlekeep section of the *Descent Into Avernus* campaign, where the characters make their preparations to journey to the hellish plane of Avernus and save the town of Elturel. Through resources at the conclave, they soon learn of a powerful artifact that might help them on their quest. What follows is a foreshadowing of many thematic turns of the storyline: tough moral decisions, the cost of dark deals, and the reality that the choice between good and evil is never as simple as it seems.

“Please enjoy this exclusive deleted scene, *The Imminent Light*, as a potential side quest for your own descent into the Nine Hells.”

[Download the Side Quest](#)

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THE IMMINENT LIGHT

By Mark Price

Coming from a background in film, I've long been a complete sucker for the deleted scenes in any given movie. I always find them an interesting window into the structure of a narrative. The following scenario has become just that. It started as a side quest I'd designed for Baldur's Gate: Descent into Avernus, but was subsequently cut for length. However, I soon got the chance to bring it back to life (with the help of my cowriter, David Roomes) as the short story "Kallinor's Charge," featured in Dragon+ 28.

This side quest is set during the Candlekeep section of the adventure, where the characters make their preparations to journey to the hellish plane of Avernus and save the town of Elturel. Through resources at Candlekeep, the heroes learn of a powerful artifact that might help them on their quest. What follows is a foreshadowing of many of the thematic turns of the storyline: tough moral decisions, the cost of dark deals, and the reality that the choice between good and evil is never as simple as it seems.

Please enjoy this exclusive deleted scene, "The Imminent Light," as a potential side quest for your own descent into Avernus.

— Mark Price

OVERVIEW

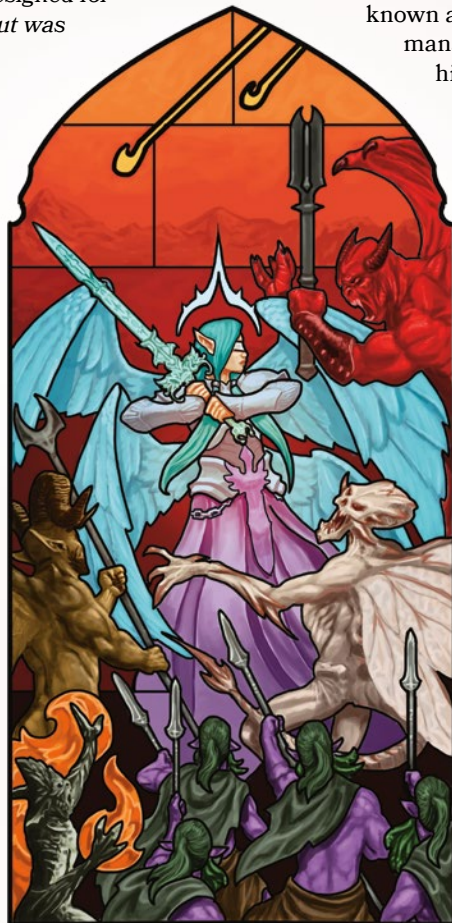
Dispatched from Candlekeep to retrieve a weapon that might prove invaluable for their imminent journey to Avernus, the heroes discover through the weapon's wielder that every boon carries a cost. The tragedy that has befallen the legendary Hellrider Lord Kallinor prophesies the fate that might befall the characters if they stray too far from the righteous path, even with the most honorable or pragmatic intentions.

This adventure is for characters of 5th level, and can be played as part of the "Candlekeep" section of chapter 1 of *Baldur's Gate: Descent into Avernus*.

BACKGROUND

Lord Kallinor was a paladin, a Hellrider, and a member of the elite Order of the Companion, charged with protecting the city of Elturel and its citizens. A prolific fighter of fiends, he is regarded in Elturel as a legendary and courageous leader, and tales of his valor are as actively retold by members of the nobility as they are by tavern bards.

In his younger days, one of Kallinor's adventures in the service of Elturel brought a magic relic into his possession, seemingly by chance—a staff known as the *Imminent Light*. During a crucial battle defending the city against demons, the young paladin used the power of the staff to turn the tide—an event that quickly became known as Kallinor's Charge. But although he managed to save the city and all those under his command that day, Kallinor would learn of the full consequences of his actions only in the years that followed.



LEGACY OF LIGHT AND DARKNESS

Although exceedingly powerful and channeling beneficial power, the *Imminent Light* carries a curse that binds its wielder's soul to an eternity of service to the arch-devil Zariel. Once a defender of Elturel herself, that fallen angel and ruler of Avernus delights now in finding new ways to unleash her vengeance on the city and its protectors.

The curse becomes more pronounced over time, slowly eating away at the soul and sanity of whoever possesses the staff. As Kallinor discovered not long after the events of his legendary charge, the curse cannot be set aside by abandoning the staff, nor can it be removed by spell or cured by prayer. Rather, the curse spreads insidiously to whoever subsequently claims the staff and its power. But if the wielder of the *Imminent Light* dies with the staff

in their possession, the curse dies with them.

Unable to free himself without damning another soul, Kallinor made the choice to retain and protect the staff at all costs, thus protecting someone else from being bound to Zariel's service.

OLD LEGENDS

When the characters travel to Candlekeep, the scholars there begin the process of gathering lore and equipment for the coming journey to Avernus to save Elturel and its people. Against these preparations, the characters are sought out by Sylvira Savikas, the tiefling expert on the Nine Hells who deciphered the secrets of Thavius Kreeg's puzzle box. Sylvira's research often yields up rumors worthy of examination, and the one she brings to the characters' attention is no exception.



From one of the monks of Candlekeep, word comes that Sylvira Savikas has information you might want to hear. When you visit her laboratory, the tiefling archmage is thoughtful as she bids you enter.

“The plight of Elturel has the city on everyone’s mind,” she says, “and it’s just brought to my mind an old tale. Lord Kallinor, a retired hero of the Hellriders, was said to have possessed a powerful relic years ago—a staff known as the *Imminent Light*. Tales are sketchy regarding what might have happened to it since then. But Kallinor lives close by. If he has the staff still, perhaps he can be persuaded to let others use it to save the city.”

Lord Kallinor is a former Hellrider and an honored protector of Elturel from years past. Though Kallinor is long retired and grown old, Sylvira believes that he might be persuaded to allow the characters to use the staff in service of the greater good.

Sylvira has collected much lore regarding what the staff can do, claiming that the *Imminent Light* can protect its wielder from harm, heal their allies, and—most importantly to the mission at hand—unleash a powerful attack against demons, devils, and undead. The popular legend of Kallinor’s Charge recounts how Lord Kallinor vanquished an entire horde of demons by striking the staff

against the ground to release a great thunderclap and a pulse of holy light.

Kallinor is not far, having settled on a tiny estate a day’s ride from Candlekeep some years before. However, the characters are cautioned that he has grown increasingly reclusive. Rumors have long circulated regarding the former knight’s mental stability. He has no friends or close acquaintances, and the only known member of his family was a beloved niece, Caroline, who died in Candlekeep the previous year.

LORD KALLINOR’S MANOR

The directions you received soon lead you to a small country manor, possibly once quite fine, but now fallen into a ramshackle state. As you draw nearer, you catch clear sight of a roof in a state of extreme disrepair, covered with moss and pitted by holes. Knee-high thatches of weeds have long overtaken what must once have been the manor gardens. The stones of the house are covered in mold and grime, and occluded by an infestation of brittle, rotting ivy that flutters in a rising wind.

The characters can easily gain access to the grounds and approach the house. Any character with a passive Wisdom (Perception) score of 12 or higher hears a

muffled voice call out from inside, but the words can't be made out.

If the characters knock on the heavy wooden front door, the muffled voice calls out as if in sudden alarm. A long pause follows before plodding footfalls lead to the door being unlatched and quickly swung open, revealing the house's occupant.

No matter what the characters' approach regarding what information they initially share with Lord Kallinor (see below), if they are generally courteous, the retired knight warily lets them into his home.

MEETING LORD KALLINOR

Lord Kallinor is a tall, sixty-year-old human male whose clouded blue eyes suggest he hasn't slept in several days. His face is heavily scarred, and shows faint bruises to anyone who looks closely.

Though long retired and at his home, Kallinor still wears the formal plate armor of the Hellriders, its etched symbols faded from lack of upkeep. Moreover, the walking stick he leans on is the very relic that has brought the characters to him: the staff known as the *Imminent Light*. All the characters recognize the staff from a description given them by Sylvira.

Kallinor nods to the characters self-consciously as he offers them an apology. Saying that his delay in answering the door was because he was in his study finishing a letter, he asks how he might be of service. He acts as a gracious host to the best of his ability, keeping the staff with him at all times as he does.

The characters are free to ask Kallinor about the staff immediately, or they can try to get into his good graces first. The paladin has not yet heard of the fate of Elturel, and he reacts with shock to news that the city has been drawn into Avernus. If Kallinor is asked directly about the staff, he seems unable at first to grasp the question, but he eventually engages the characters in conversation about it. See "Negotiations for the Staff" below when this discussion begins in earnest.

GREAT HALL

Lord Kallinor first leads the characters through the front door to the great hall, the central chamber of the manor. A large fireplace is set into the outside wall, but has no wood at hand and shows no evidence of having been used recently. The chamber is decorated with various suits of armor, weapons, shields, statues, and other works of art.

Kallinor appears uneasy, and brushes off initial conversation (including putting off any initial response regarding the staff) to offer the characters wine. After retrieving a dusty bottle from a wine cellar accessed via the adjacent kitchen, he awkwardly pours. Any character can tell that it has clearly been some time since the retired knight had guests.

THE TAPESTRIES' TALES

The great hall is hung with huge tapestries, once bright and decorative but now all muted by a thick layer of dust. Upon each tapestry, a scene of a famous battle plays out. Any character with a background that connects them to Elturel, or who succeeds on a DC 12 Intelligence (History) check, recognizes the battles. Alternatively, if any character's gaze lingers on the tapestries, Kallinor can take that as a cue to describe each scene and his place in it.

The tapestry scenes include a dramatic depiction of the Ride, the infamous Hellrider battle of more than a hundred years ago. The Ride saw Zariel (then a mighty angel, before her fall) lead a great force of Hellriders on an assault of Avernus. The mission was a failure, though, and Zariel has since blamed the Hellriders for that failure and has sworn revenge.

The largest tapestry features a familiar-looking character—the young Lord Kallinor, bravely leading troops into battle. It depicts the knight holding aloft the *Imminent Light*, leading the sortie that would come to be known as Kallinor's Charge.



OTHER AREAS

The rooms adjacent to the great hall each offer evidence of Lord Kallinor's fate and the life he's been living. The characters might explore after a confrontation with Kallinor (see "Negotiations for the Staff" below), or they might follow him or slip away somewhere else while he goes to the cellar to seek more wine.

KITCHEN

This dusty, cramped kitchen area appears oddly unused. Any inspection reveals that the kitchen holds a few bottles of decades-old wine and no food of any kind. As the characters might later discover, the staff enables its wielder to survive without food or water. Though a powerful potential benefit, this feature inevitably distances the wielder from their humanity.

Lurking in the kitchen are six **imps** whose Shapechanger trait allows them to take the form of tiny hellwasps (see *Baldur's Gate: Descent into Avernus*).

They do so to torment Kallinor, reminding him daily of his soul's fate. The disguised imps flit about and slip into cupboards in response to any intruders, and do not attack unless attacked first.

BEDCHAMBER

Lord Kallinor's bedchamber looks as if it was recently ransacked. From the doorway, old clothes can be seen strewn about a room that appears to hold nothing of value. The walls are mottled as if by mold, and there are no blankets upon the straw sleeping pallet.

Any character who enters the room can see that the mottled pattern on the walls is created by thousands of strange symbols drawn in dried blood. A character who understands Infernal, or who succeeds on a DC 13 Intelligence (Religion) check recognizes the symbols as glyphs in that tongue.

Any creature that touches or attempts to study the symbols must succeed on a DC 20 Wisdom saving throw or become entranced. While entranced, the creature takes 3 (1d6) psychic damage at the start of each of its turns, and it cannot cast spells, activate magic items, or communicate with other creatures. An entranced creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

STUDY

This small, cluttered study reeks of rancid lamp oil. A large, once-ornate bookshelf stands against the window, covering it. Its shelves hold various military texts and works of religious theory, including a worn copy of the *Creed Resolute*—the oath that once bound the citizens of Elturel to defend their realm.

An old desk at the center of the room holds a lamp, many feathered quill pens and bottles of ink, and hundreds upon hundreds of sheets of parchment, spread across the desk and spilling over and onto the floor. The first character to pick up any parchment sees that it is a letter, which reads:

Dearest Caroline,

I cannot expect you to forgive me, but I hope one day you will understand. Every use brings us closer to darkness. For the good of the world, it is my curse to bear alone. Let it be dragged to the void with me. Let me end it.

*With courage,
Your loving uncle.*

The characters will all recall that Caroline is the niece of Lord Kallinor who died the previous year.

Any character who looks at one of the other parchments sees that it is an exact copy of the first letter. A fuller examination leads to the realization that every letter in the room says the exact same thing, word for word.

NEGOTIATIONS FOR THE STAFF

Lord Kallinor becomes increasingly agitated as soon as the characters turn the discussion toward the staff. He is

evasive at first, talking of how the power of the staff carries a great cost, and of his desire to not see anyone else pay that price. If pressed carefully, Kallinor speaks of the curse of the *Imminent Light*, which binds its wielder's soul to the service of Zariel and Avernus. However, his manner as he does so might easily lead the characters to see the retired knight's fear as nothing more than mad rambling.

Though he takes effort to hide a state of great emotional turmoil, Kallinor is acutely aware he is nearing the end of his life, with his full transition to eternal damnation nearly complete. If the characters persist, he becomes increasingly direct about the curse and what it does, and adamantly warns them away from the staff.

As the characters converse with him—and especially if they attempt to flatter him with talk of his great deeds of the past—Kallinor quickly turns paranoid, becoming convinced that they intend to steal the staff and let its curse spread. If the exchange hits a point of no return, Kallinor is driven to attack the party, justifying his actions in his own mind by telling himself that he is saving another innocent life from the infernal wrath of Zariel.

FIGHT FOR THE STAFF

Despite his age and mental deterioration, Lord Kallinor remains a skilled and powerful warrior. Over the long years that he has held it, the staff and its infernal power have gradually eroded Kallinor's connection to the divine. This leaves him unable to call upon any spells or special abilities normally available to a paladin.

INFERNAL AUDIENCE

If a fight with Lord Kallinor erupts in the great hall, have each character make a DC 15 Intelligence saving throw at the end of the first round. Then read the following:

As you engage the furious knight, movement around the room suddenly catches your eye. The knights and demons in the dusty tapestries have seemingly come to life, pushing forward to the front of the image and stoically staring out into the real world, as if to see how the fight plays out.

All the characters notice the figures in the tapestries moving, but any character who failed the saving throw is startled by their unexpected appearance, and has disadvantage on the first attack roll they make on their next turn.

This is an illusion effect created by the infernal energy bound into the *Imminent Light*. The figures do not respond to or interact with the characters, and the tapestries return to normal when the fight is done.

CONCLUSION

Even with the advantage of numbers, the characters will face a tough fight against Lord Kallinor if this side quest comes down to combat. Whether they obtain the *Imminent Light* by combat or negotiation in the end, what they then do with the relic is up to them.

LORD KALLINOR

Medium humanoid (human), lawful good

Armor Class 18 (plate)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	12 (+1)	15 (+2)	18 (+4)

Saving Throws Wis +6, Cha +8

Skills Athletics +9, History +5, Insight +6, Intimidation +8, Persuasion +8

Senses passive Perception 12

Languages Common, Infernal

Challenge 10 (5,900 XP) [+4]

Special Equipment. Kallinor carries the *Imminent Light*.

ACTIONS:

Multiattack. Kallinor makes one attack with his longsword and one attack with *Imminent Light*.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Imminent Light. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage plus 4 (1d8) radiant damage.

IMMINENT LIGHT

Staff, legendary (requires attunement)

This staff is finely crafted of silvered oak and adorned with a headpiece centered around a large amethyst. It can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While you hold it, you gain a +2 bonus to AC and have the benefit of a *protection from evil and good* spell. While attuned to the staff, you do not need to eat or drink.

This staff has 25 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges.

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it: *cure wounds* (1 charge per spell slot level, up to 4th), *lesser restoration* (2 charges), or *mass cure wounds* (5 charges).

Radiant Wave. By expending 10 charges from the staff, you cause a wave of radiant energy to sweep out from you in a radius of 50 feet. Any undead or fiend in the area takes 2d8 radiant damage and suffers the effect of a *divine word* spell.

Curse. This staff is cursed and possessed by the will of Zariel. Becoming attuned to it extends the curse to you. While you are cursed, any effect that restores hit points (whether magical or mundane) restores only half the normal number of hit points to you. Your scars and bruises remain visible for some time even after you are at full hit points.

If you are a paladin or cleric, you gradually lose your connection to your god or source of divine inspiration. For each month that you possess the staff, any paladin or cleric class features that are divinely granted (including spellcasting) function at one level lower than normal. A paladin or cleric who remains cursed by the staff long enough eventually loses all their spellcasting and divine class features.

Eternal Damnation. The routine effects of the curse can be ended simply by ending your attunement to the staff. However, a creature cursed by the staff has its soul bonded to Zariel until another creature attunes to the staff and gains the curse. Upon the bonded creature's death, its soul travels to Avernus and becomes the property of Zariel, with results determined by the DM.

If a creature willingly retains the curse by maintaining attunement to the staff, then dies with the staff still attuned and in hand, the curse is permanently removed from the staff.

Unearthed Arcana: Class feature variants

Sharing new playtest possibilities for every class in the Player's Handbook.

Jeremy Crawford, Dan Dillon, and Ben Petrisor, with F. Wesley Schneider



Playtest Material

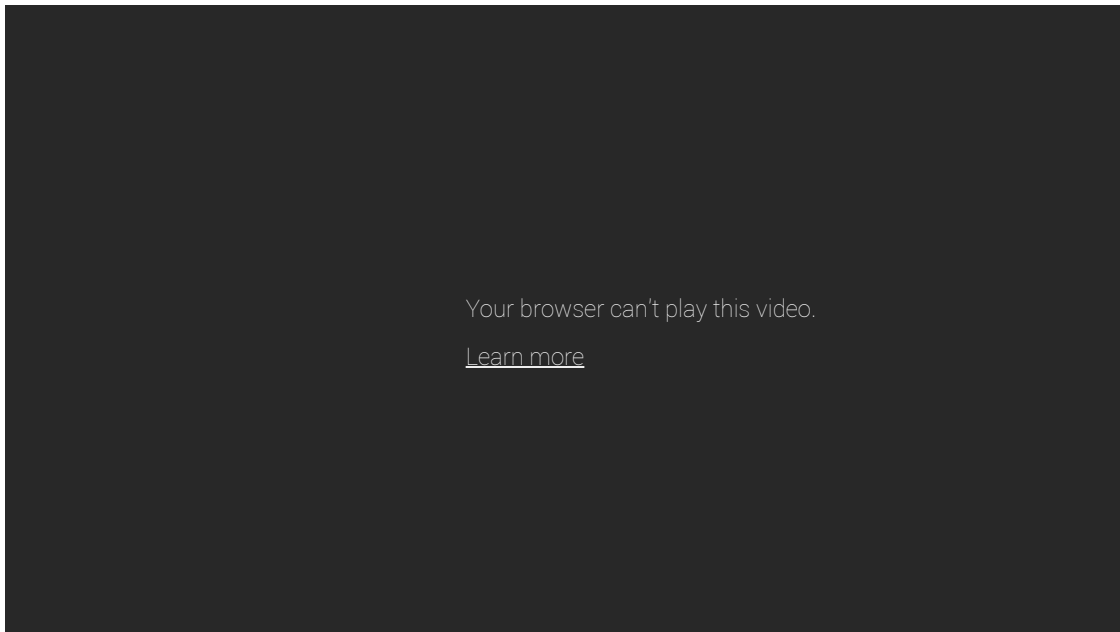
The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by final game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

CLASS FEATURE VARIANTS

The holidays came early in 2019 as *Unearthed Arcana* gifted every character class in Dungeons & Dragons one or more class feature variants. These new additions replace or enhance a class’s normal features, giving players new ways to enjoy that class.

The class feature variants specify whether they replace or enhance an existing feature. If a feature is replaced, you gain no benefit from it and don’t qualify for anything in the game that requires it. If a feature is enhanced, you continue to enjoy its benefits but with the new capabilities.



One change available to every class in D&D is Proficiency Versatility, which enhances the Ability Score Improvement option from 4th level. And if any character uses maneuvers from the fighter’s Battle Master archetype, they can now benefit from the “Maneuver Versatility” and “Maneuver Options” subsections listed in the fighter section.

The full list of new and enhanced features is:

Class Feature Variants				
Class	Level	Feature	Variant	Change
All classes	4th+	Ability Score Improvement	Proficiency Versatility	Enhancement
Barbarian	2nd	Danger Sense	Survival Instincts	Replacement
	5th	Fast Movement	Instinctive Pounce	Replacement
Bard	1st	Bardic Inspiration	Magical Inspiration	Enhancement
	1st	Spellcasting	Spell Versatility	Enhancement
	1st	Spellcasting	Bard Spells	Enhancement
Cleric	1st	Spellcasting	Cantrip Versatility	Enhancement
	1st	Spellcasting	Cleric Spells	Enhancement
	2nd	Channel Divinity	Channel Divinity: Harness Divine Power	Enhancement
	8th	Divine Strike	Blessed Strikes	Replacement
Druid	8th	Potent Spellcasting	Blessed Strikes	Replacement
	1st	Spellcasting	Cantrip Versatility	Enhancement
	1st	Spellcasting	Druid Spells	Enhancement
	2nd	Wild Shape	Wild Companion	Enhancement
Fighter	1st	Fighting Style	Fighting Style Options	Enhancement
	1st	Maneuvers	Maneuver Versatility	Enhancement
	1st	Maneuvers	Maneuver Options	Enhancement
Monk	1st	Martial Arts	Monk Weapons	Enhancement
	2nd	Ki	Ki-Fueled Strike	Enhancement
	2nd	Ki	Ki Features	Enhancement
Paladin	2nd	Fighting Style	Fighting Style Options	Enhancement
	2nd	Spellcasting	Paladin Spells	Enhancement
	3rd	Channel Divinity	Channel Divinity: Harness Divine Power	Enhancement
Ranger	1st	Favored Enemy	Favored Foe	Replacement
	1st	Natural Explore	Deft Explore	Replacement
	2nd	Fighting Style	Fighting Style Options	Enhancement
	2nd	Spellcasting	Spell Versatility	Enhancement
	2nd	Spellcasting	Spellcasting Focus	Enhancement
	2nd	Spellcasting	Ranger Spells	Enhancement
	3rd	Primeval Awareness	Primal Awareness	Replacement
	10th	Hide in Plain Sight	Fade Away	Replacement
Rogue	3rd	Ranger's Companion	Ranger Companion Options	Enhancement
	2nd	Cunning Action	Cunning Action: Aim	Enhancement
Sorcerer	1st	Spellcasting	Spell Versatility	Enhancement
	1st	Spellcasting	Sorcerer Spells	Enhancement
	2nd	Font of Magic	Font of Magic Options	Enhancement
	3rd	Metamagic	Metamagic Options	Enhancement
Warlock	1st	Pact Magic	Spell Versatility	Enhancement
	1st	Pact Magic	Warlock Spells	Enhancement
	2nd	Eldritch Invocations	Eldritch Invocation Options	Enhancement
	3rd	Pact Boon	Pact Boon Option	Enhancement
Wizard	1st	Spellcasting	Cantrip Versatility	Enhancement
	1st	Spellcasting	Wizard Spells	Enhancement

(Select to view)

Access these new playtest options for every character class by downloading the PDF.

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FIGHTER, ROGUE, AND WIZARD

Three new subclasses—their minds bristling with power—are available to test: the Psychic Warrior for the fighter, the Soulnife for the rogue, and the tradition of Psionics for the wizard.

Psychic Warrior

Awakening to the psionic power within themselves, a Psychic Warrior is a fighter who augments their bodily might with psychically infused weapon strikes, telekinetic lashes, and barriers of mental force. These abilities can reduce damage, inflict additional psychic damage and use telekinetic powers to move objects or attack nearby creatures.

Soulknife

A Soulknife possesses powerful psionic potential. They channel this reservoir of inner magic into tangible blades of psychic energy, striking at their victims' minds. Their psychic powers can also enhance walking speed, boost hit points or add communication abilities, while at higher levels they can frighten enemies and mask their physical presence.

Psionics

Wizards study magical power in all its forms. Those who follow the tradition of Psionics hone the magical potential of their own minds. Sometimes called psionicists or mentalists, these wizards interact with the multiverse through the lens of their psionic aptitude and awareness. They have learned to channel psionic energy through a special object: a psionic focus.

At 2nd level Psionics learn one new cantrip (from *friends*, *mage hand*, or *message*) and can cast it as a bonus action. At higher levels they learn to magically transform their body into pure psionic energy, expand their mind's power to greater heights and deal additional damage.

Access these new playtest options for fighter, rogue and wizard by downloading the PDF.

DOWNLOAD THE PDF NOW

To see the full treasure trove of Unearthed Arcana articles, covering new classes and feats, conversions of rules from previous editions, and much more, **visit the archive**.

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UNEARTHED ARCANA

Class Feature Variants

This Is Playtest Content

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If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

This document provides playtest options for every class in the *Player's Handbook*.

Each class in DUNGEONS & DRAGONS gains features at particular levels. Have you ever wanted an alternative to one of those features? Or do you have a feature that gives you options to choose from and you'd like more options? If your answer is yes to either of those questions, the following class feature variants are for you.

Here you'll find features that replace or enhance the normal features of your character's class. The class feature variants each specify which feature they replace or enhance, as summarized in the Class Feature Variants table (see page 2). If a feature is replaced, you gain no benefit from it and don't qualify for anything in the game that requires it. If a feature is enhanced, you continue to enjoy its benefits but now with new capabilities.

The DM decides which of these options are available to the characters in a campaign. A DM is free to prohibit these variants, allow all of them, or make a subset of them available to you.

All Classes

The following variant is available to every class in the game.

Proficiency Versatility

4th-level and higher feature (enhances Ability Score Improvement)

Whenever you gain the Ability Score Improvement feature from your class, you can also replace one of your skill proficiencies with a skill proficiency offered by your class at 1st level (the proficiency you replace needn't be from the class).

This change represents one of your skills atrophying as you focus on a different skill.

Maneuvers from the Battle Master

If you know any maneuvers from the fighter's Battle Master archetype, you have access to options in the fighter section of this document. See the "Maneuver Versatility" and "Maneuver Options" subsections there.

Barbarian

A barbarian has access to the following features.

Survival Instincts

2nd-level barbarian feature (replaces Danger Sense)

You become proficient in your choice of two of the following skills: Animal Handling, Medicine, Nature, Perception, or Survival.

Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

Instinctive Pounce

5th-level barbarian feature (replaces Fast Movement)

When a creature ends its turn within 15 feet of you, you can use your reaction to move up to half your speed to a space closer to the creature. This movement doesn't provoke opportunity attacks.

Class Feature Variants

Class	Level	Feature	Variant	Change
All classes	4th+	Ability Score Improvement	Proficiency Versatility	Enhancement
Barbarian	2nd	Danger Sense	Survival Instincts	Replacement
	5th	Fast Movement	Instinctive Pounce	Replacement
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	1st	Spellcasting	Bard Spells	Enhancement
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	1st	Spellcasting	Cleric Spells	Enhancement
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	8th	Potent Spellcasting	Blessed Strikes	Replacement
Druid	1st	Spellcasting	Cantrip Versatility	Enhancement
	1st	Spellcasting	Druid Spells	Enhancement
	2nd	Wild Shape	Wild Companion	Enhancement
Fighter	1st	Fighting Style	Fighting Style Options	Enhancement
	1st	Maneuvers	Maneuver Versatility	Enhancement
	1st	Maneuvers	Maneuver Options	Enhancement
Monk	1st	Martial Arts	Monk Weapons	Enhancement
	2nd	Ki	Ki-Fueled Strike	Enhancement
	2nd	Ki	Ki Features	Enhancement
Paladin	2nd	Fighting Style	Fighting Style Options	Enhancement
	2nd	Spellcasting	Paladin Spells	Enhancement
	3rd	Channel Divinity	Channel Divinity: Harness Divine Power	Enhancement
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	1st	Natural Explore	Deft Explore	Replacement
	2nd	Fighting Style	Fighting Style Options	Enhancement
	2nd	Spellcasting	Spell Versatility	Enhancement
	2nd	Spellcasting	Spellcasting Focus	Enhancement
	2nd	Spellcasting	Ranger Spells	Enhancement
	3rd	Primeval Awareness	Primal Awareness	Replacement
	10th	Hide in Plain Sight	Fade Away	Replacement
	3rd	Ranger's Companion	Ranger Companion Options	Enhancement
Rogue	2nd	Cunning Action	Cunning Action: Aim	Enhancement
Sorcerer	1st	Spellcasting	Spell Versatility	Enhancement
	1st	Spellcasting	Sorcerer Spells	Enhancement
	2nd	Font of Magic	Font of Magic Options	Enhancement
	3rd	Metamagic	Metamagic Options	Enhancement
Warlock	1st	Pact Magic	Spell Versatility	Enhancement
	1st	Pact Magic	Warlock Spells	Enhancement
	2nd	Eldritch Invocations	Eldritch Invocation Options	Enhancement
	3rd	Pact Boon	Pact Boon Option	Enhancement
Wizard	1st	Spellcasting	Cantrip Versatility	Enhancement
	1st	Spellcasting	Wizard Spells	Enhancement

Bard

A bard has access to the following features.

Bard Spells

1st-level bard feature (enhances Spellcasting)

The following spells expand the bard spell list.

1st Level

Cause fear (Xanathar's Guide)

Color spray

Command

2nd Level

Aid

Enlarge/reduce

Mind spike (Xanathar's Guide)

Mirror image

3rd Level

Mass healing word

Slow

Tiny servant (Xanathar's Guide)

4th Level

Phantasmal killer

5th Level

Contact other plane (ritual)

Rary's telepathic bond (ritual)

6th Level

Heroes' feast

Mental prison (Xanathar's Guide)

Scatter (Xanathar's Guide)

Tensor's transformation (Xanathar's Guide)

7th Level

Power word pain (Xanathar's Guide)

Prismatic spray

8th Level

Antipathy/sympathy

Maze

9th Level

Prismatic wall

Magical Inspiration

1st-level bard feature (enhances Bardic Inspiration)

If a creature has a Bardic Inspiration die from you and casts a spell, the creature can roll that die and add the number rolled to one damage or healing roll of the spell. The Bardic Inspiration die is then lost.

Spell Versatility

1st-level bard feature (enhances Spellcasting)

Whenever you finish a long rest, you can replace one spell you learned from this Spellcasting feature with another spell from the bard spell list. The new spell must be the same level as the spell you replace.

Rule Tip: Cantrips Are Spells

Cantrips are 0-level spells, which don't use spell slots. When a feature applies to spells, that feature applies to cantrips, unless the feature specifies that the spells must be of 1st level or higher or must expend a spell slot.

Cleric

A cleric has access to the following features.

Cantrip Versatility

1st-level cleric feature (enhances Spellcasting)

Whenever you gain a level in this class, you can replace one cantrip you learned from this Spellcasting feature with another cantrip from the cleric spell list.

Cleric Spells

1st-level cleric feature (enhances Spellcasting)

The following spells expand the cleric spell list.

1st Level

Cause fear (Xanathar's Guide)

Wrathful smite

2nd Level

Branding smite

3rd Level

Aura of vitality

4th Level

Aura of life
Aura of purity

5th Level

Skill empowerment (Xanathar's Guide)
Wall of light (Xanathar's Guide)

9th Level

Power word heal

Channel Divinity: Harness Divine Power

2nd-level cleric feature (enhances Channel Divinity)

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended 1st-level spell slot.

Blessed Strikes

8th-level cleric Divine Domain feature (replaces Divine Strike or Potent Spellcasting)

In battle, you are blessed with divine might. When a creature takes damage from one of your spells or weapon attacks, you can also deal 1d8 radiant damage to that creature. Once you deal this damage, you can't use this feature again until the start of your next turn.

Druid

A druid has access to the following features.

Cantrip Versatility

1st-level druid feature (enhances Spellcasting)

Whenever you gain a level in this class, you can replace one cantrip you learned from this Spellcasting feature with another cantrip from the druid spell list.

Druid Spells

1st-level druid feature (enhances Spellcasting)

The following spells expand the druid spell list.

Cantrips (0 Level)

Acid splash

1st Level

Ceremony (ritual, Xanathar's Guide)
Protection from evil and good

2nd Level

Augury (ritual)
Continual flame
Enlarge/reduce

3rd Level

Aura of vitality
Elemental weapon
Revivify
Thunder step (Xanathar's Guide)
Wall of sand (Xanathar's Guide)

4th Level

Divination (ritual)
Fire shield

5th Level

Cone of cold
Dawn (Xanathar's Guide)
Immolation (Xanathar's Guide)

6th Level

Flesh to stone

7th Level

Symbol

8th Level

Incendiary cloud

9th Level

Mass polymorph (Xanathar's Guide)
Power word heal

Wild Companion

2nd-level druid feature (enhances Wild Shape)

You gain the ability to summon a spirit that assumes an animal form: as an action, you can expend a use of your Wild Shape feature to cast the *find familiar* spell, without material components.

When you cast the spell in this way, the familiar is a fey instead of a beast, and the familiar disappears after a number of hours equal to half your druid level.

Fighter

A fighter has access to the following features.

Fighting Style Options

1st-level fighter feature (enhances Fighting Style)

When you gain the Fighting Style feature, you get access to the variants in the “Fighting Styles” section (see page 12).

The Superior Technique style is also added to the list of style options available to you.

Superior Technique

You learn one maneuver of your choice from among those available to the Battle Master archetype. If a maneuver you use requires your target to make a saving throw to resist the maneuver’s effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Maneuver Versatility

1st-level feature (enhances Maneuvers)

If you know any maneuvers from the fighter’s Battle Master archetype, you can replace one maneuver you know with a different maneuver whenever you finish a long rest. This change reflects your physical and mental preparation for the day ahead.

Maneuver Options

1st-level feature (enhances Maneuvers)

If you have access to maneuvers, the following maneuvers are added to the list of options available to you. Maneuvers are available to Battle Masters and to characters who have the Superior Technique fighting style or the Martial Adept feat.

Ambush

When you make a Dexterity (Stealth) check or an initiative roll, you can expend one superiority die and add the die to the roll.

Bait and Switch

When you’re within 5 feet of an ally on your turn, you can expend one superiority die and switch places with that ally, provided you spend at least 5 feet of movement. This movement doesn’t provoke opportunity attacks.

Roll the superiority die. Until the start of your next turn, the ally gains a bonus to AC equal to the number rolled.

Brace

When an enemy you can see moves within 5 feet of you, you can use your reaction to expend one superiority die and make one weapon attack against that creature. If the attack hits, add the superiority die to the attack’s damage roll.

Restraining Strike

Immediately after you hit a creature with a melee weapon attack on your turn, you can expend one superiority die and use a bonus action to grapple the target (see chapter 9 in the *Player’s Handbook* for rules on grappling). Add the superiority die to your Strength (Athletics) check. The target is also restrained while grappled in this way.

Silver Tongue

When you make a Charisma (Deception) check or a Charisma (Persuasion) check, you can expend one superiority die, and add the superiority die to the ability check.

Snipe

As a bonus action, you can expend one superiority die and make a ranged weapon attack. You can draw a thrown weapon as part of making this attack. If you hit, add the superiority die to the attack’s damage roll.

Studious Eye

When you make a Wisdom (Insight) check or an Intelligence (Investigation) check, you can expend one superiority die, and add the superiority die to the ability check.

Monk

A monk has access to the following features.

Monk Weapons

1st-level monk feature (enhances Martial Arts)

You can use this feature to define your monk weapons, rather than using the definition in Martial Arts.

You practice your martial arts with specially chosen weapons, which become monk weapons for you. You can choose a number of weapons to be your monk weapons equal to 5 + your Wisdom modifier (minimum of five weapons). The chosen weapons must each meet the following criteria:

- The weapon must be a simple or martial weapon.
- You must be proficient with the weapon.
- The weapon must lack these properties: heavy, special, or two-handed.

Ki-Fueled Strike

2nd-level monk feature (enhances Ki)

If you spend 1 ki or more as part of your action on your turn, you can then immediately make one unarmed strike as a bonus action.

Ki Features

2nd-level monk feature (enhances Ki)

When you gain the Ki feature at 2nd level, you get access to the following features.

Distant Eye

When you make a ranged weapon attack, you can spend 1 ki point to prevent attacking at long range from imposing disadvantage on your attack rolls until the end of the current turn.

Quickened Healing

As an action, you can spend 2 ki points and roll a Martial Arts die. You regain a number of hit points equal to the number rolled.

Paladin

A paladin has access to the following features.

Fighting Style Options

2nd-level paladin feature (enhances Fighting Style)

When you gain the Fighting Style feature, you get access to the variants in the “Fighting Styles” section (see page 12).

The Blessed Warrior style is also added to the list of style options available to you.

Blessed Warrior

You learn two cantrips of your choice from the cleric spell list. They count as paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the cleric spell list.

Paladin Spells

2nd-level paladin feature (enhances Spellcasting)

The following spells expand the paladin spell list.

2nd Level

Gentle repose
Prayer of healing
Warding bond

3rd Level

Life transference (Xanathar’s Guide)
Spirit guardians

5th Level

Dawn (Xanathar’s Guide)
Flame strike

Channel Divinity: Harness Divine Power

3rd-level paladin feature (enhances Channel Divinity)

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended 1st-level spell slot.

Ranger

A ranger has access to the following features.

Deft Explorer

1st-level ranger feature (replaces Natural Explorer)

You are an unsurpassed explorer and survivor. Choose one of the following benefits, and then choose another one at 6th and 10th level.

Canny

Choose one skill: Animal Handling, Athletics, History, Insight, Investigation, Medicine, Nature, Perception, Stealth, or Survival. You gain proficiency in the chosen skill if you don't already have it, and you can add double your proficiency bonus to ability checks using that skill.

In addition, thanks to your extensive wandering, you are able to speak, read, and write two languages of your choice.

Roving

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

Tireless

As an action, you can give yourself a number of temporary hit points equal to 1d10 + your Wisdom modifier. You can use this special action a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

Rule Tip: Temporary Hit Points Don't Stack

If you have temporary hit points and receive more of them, you don't add them together, unless a rule says you can. Instead, you decide which temporary hit points to keep. See chapter 9 of the *Player's Handbook* for more information on temporary hit points.

Favored Foe

1st-level ranger feature (replaces Favored Enemy)

You can call on your bond with nature to mark a creature as your favored enemy for a time: you know the *hunter's mark* spell, and Wisdom is

your spellcasting ability for it. You can use it a certain number of times without expending a spell slot and without requiring concentration—a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

When you gain the Spellcasting feature at 2nd level, *hunter's mark* doesn't count against the number of ranger spells you know.

Fighting Style Options

2nd-level ranger feature (enhances Fighting Style)

When you gain the Fighting Style feature, you get access to the variants in the "Fighting Styles" section (see page 12).

The Druidic Warrior style is also added to the list of style options available to you.

Druidic Warrior

You learn two cantrips of your choice from the druid spell list. They count as ranger spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the druid spell list.

Ranger Spells

2nd-level ranger feature (enhances Spellcasting)

The following spells expand the ranger spell list.

1st Level

Entangle
Searing smite

2nd Level

Aid
Gust of wind
Magic weapon
Enhance ability
Warding bond

3rd Level

Blinding smite
Meld into stone
Revivify
Tongues

4th Level

Death ward
Dominate beast

5th Level

Awaken
Greater restoration

Spell Versatility

2nd-level ranger feature (enhances Spellcasting)

Whenever you finish a long rest, you can replace one spell you learned from this Spellcasting feature with another spell from the ranger spell list. The new spell must be the same level as the spell you replace.

Spellcasting Focus

2nd-level ranger feature (enhances Spellcasting)

You can use a druidic focus as a spellcasting focus for your ranger spells. See chapter 5, “Equipment,” of the *Player’s Handbook* for a list of things that count as druidic focuses.

Primal Awareness

3rd-level ranger feature (replaces Primeval Awareness)

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don’t already know them, as shown in the Primal Awareness Spells table. These spells don’t count against the number of ranger spells you know.

Primal Awareness Spells

Ranger	
Level	Spell
3rd	detect magic, speak with animals
5th	beast sense, locate animals or plants
9th	speak with plants
13th	locate creature
17th	commune with nature

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can’t do so again until you finish a long rest.

Fade Away

10th-level ranger feature (replaces Hide in Plain Sight)

You can use a bonus action to magically become invisible, along with any equipment you are

wearing or carrying, until the start of your next turn.

Once you use this feature, you can’t use it again until you finish a short or long rest.

Ranger Companion Options

3rd-level Beast Master feature (enhances Ranger’s Companion)

While wandering the wilds, a ranger encounters many sorts of animals, some of which the ranger might befriend. This friendship can arise from successful use of the Animal Handling skill or the *animal friendship* spell. If the resulting bond is strong enough, the animal might join the ranger on adventures.

A ranger who has the Beast Master archetype can form an even stronger bond, feeling almost like a sibling to an animal. A special type of beast awaits a Beast Master in the wilds, a creature whose lineage stretches back to the beginnings of the world: a primal beast known as a Beast of the Air or a Beast of the Earth. Such a creature seeks out the type of companionship that a Beast Master offers, ready for the two of them to battle the imbalances in the natural world.

The primal beast is a special creature that a Beast Master can choose for the Ranger’s Companion feature. When choosing such a creature, you decide whether it is a Beast of the Air or the Earth, and you determine its appearance. Stories describe primal beasts that mystically change form to align with the spirit of their companion.

When a primal beast is met apart from a Beast Master, the creature takes the form a regular beast of challenge rating 1/4 or lower, as determined by the DM.

Beast of the Air

Small beast, neutral

Armor Class 13

Hit Points equal the beast’s Constitution modifier + your Wisdom modifier + five times your ranger level (the beast has a number of Hit Dice [d6s] equal to your ranger level)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	13 (+1)	8 (–1)	14 (+2)	11 (+0)

Saving Throws Dex +5, Con +3, Wis +4

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14
Languages understands the languages you speak

Flyby. The beast doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Primal Rebirth. If the beast has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The beast returns to life after 1 minute with all its hit points restored.

Ready Companion. As a bonus action, you can command the beast to make its shred attack or to Hide.

Actions

Shred. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 slashing damage.

Beast of the Earth

Medium beast, neutral

Armor Class 12

Hit Points equal the beast's Constitution modifier + your Wisdom modifier + five times your ranger level (the beast has a number of Hit Dice [d8s] equal to your ranger level)

Speed 40 ft., climb or swim 40 ft. (your choice when you bond with the beast)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Saving Throws Dex +4, Con +4, Wis +4

Skills Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages understands the languages you speak

Charge. If the beast moves at least 20 feet straight toward a target and then hits it with a maul attack on the same turn, the target takes an extra 1d6 slashing damage. The DC equals your spell save DC. If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

Primal Rebirth. If the beast has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The beast returns to life after 1 minute with all its hit points restored.

Ready Companion. As a bonus action, you can command the beast to make its maul attack or to Hide.

Actions

Maul. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 slashing damage.

Rogue

A rogue has access to the following feature.

Cunning Action: Aim

2nd-level rogue feature (enhances Cunning Action)

You gain an additional way to use your Cunning Action: carefully aiming your next attack. As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

Sorcerer

A sorcerer has access to the following features.

Sorcerer Spells

1st-level sorcerer feature (enhances Spellcasting)

The following spells expand the sorcerer spell list.

Cantrips (0 Level)

Primal savagery (Xanathar's Guide)

1st Level

Grease

Protection from evil and good

2nd Level

Flame blade

Flaming sphere

3rd Level

Vampiric touch

4th Level

Fire shield

6th Level

Flesh to stone

8th Level

Demiplane

9th Level

Foresight

Spell Versatility

1st-level sorcerer feature (enhances Spellcasting)

Whenever you finish a long rest, you can replace one spell you learned from this Spellcasting feature with another spell from the sorcerer spell list. The new spell must be the same level as the spell you replace.

Font of Magic Options

2nd-level sorcerer feature (enhances Font of Magic)

When you gain the Font of Magic feature, you get access to the following ways to spend your sorcery points.

Empowering Reserves

When you make an ability check on your turn, you can spend 2 sorcery points to gain advantage on the check.

Imbuing Touch

As an action, you can touch one nonmagical weapon and spend 2 sorcery points to imbue it with magic for 1 minute. For the duration, the weapon is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.

Sorcerous Fortitude

As an action, you can spend any number of sorcery points to roll a d4 for each point expended. You gain a number of temporary hit points equal to the total rolled.

Metamagic Options

3rd-level sorcerer feature (enhances Metamagic)

When you choose Metamagic options, you have access to the following additional options.

Elemental Spell

When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, thunder.

Seeking Spell

When you cast a spell that requires you to make a spell attack roll or that forces a target to make

a Dexterity saving throw, you can spend 1 sorcery point to ignore the effects of half- and three-quarters cover against targets of the spell.

Unerring Spell

If you make an attack roll for a spell and miss, you can spend 2 sorcery points to reroll the attack roll. You must use the result of the second roll.

You can use Unerring Spell even if you have already used a different Metamagic option during the casting of the spell.

Warlock

A warlock has access to the following features.

Spell Versatility

1st-level warlock feature (enhances Pact Magic)

Whenever you finish a long rest, you can replace one spell you learned from this Pact Magic feature with another spell from the warlock spell list. The new spell must be the same level as the spell you replace.

Warlock Spells

1st-level warlock feature (enhances Pact Magic)

The following spells expand the warlock spell list.

1st Level

Thunderwave

2nd Level

Knock

3rd Level

Animate dead

Life transference (Xanathar's Guide)

5th Level

Mislead

Modify memory

Planar binding

Teleportation circle

6th Level

Create homunculus (Xanathar's Guide)

Magic jar

7th Level

Project image

8th Level

Abi-Dalzim's horrid wilting (Xanathar's Guide)

9th Level

Gate

Shapechange

Weird

Eldritch Invocation Options

2nd-level warlock feature (enhances Eldritch Invocations)

When you choose eldritch invocations, you have access to the following options.

Bond of the Talisman

Prerequisite: 12th level, Pact of the Talisman feature

While someone else is wearing your talisman, you can use your action to teleport to the unoccupied space closest to them, provided the two of you are on the same plane of existence. The wearer of your talisman can do the same thing, using their action to teleport to you.

Chain Master's Fury

Prerequisite: 9th level, Pact of the Chain feature

As a bonus action, you can command your familiar to make one attack.

Eldritch Armor

Prerequisite: Pact of the Blade feature

As an action, you can touch a suit of armor that isn't being worn or carried by anyone and instantly don it, provided you aren't wearing armor already. You are proficient with this suit of armor until it's removed.

Eldritch Mind

Prerequisite: Pact of the Tome feature

You have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

Far Scribe

Prerequisite: 5th level, Pact of the Tome feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can

contain a number of names equal to your Charisma modifier (minimum of 1).

You can cast the *sending* spell, targeting a creature whose name is on the page, without using a spell slot and without using material components. To do so, you must write the message on the page. The target hears the message in their mind, and if the target replies, their message appears on the page, rather than in your mind. The writing disappears after 1 minute.

As an action, you can magically erase a name on the page by touching the name on it.

Gift of the Protectors

Prerequisite: 9th level, Pact of the Tome feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your Charisma modifier (minimum of 1).

When any creature whose name is on the page is reduced to 0 hit points but not killed outright, the creature magically drops to 1 hit point instead. Once this magic is triggered, no creature can benefit from it until you finish a long rest.

As an action, you can magically erase a name on the page by touching the name on it.

Investment of the Chain Master

Prerequisite: Pact of the Chain feature

When you cast *find familiar*, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:

- The familiar gains either a flying speed or a swimming speed (your choice) of 40 feet.
- The familiar no longer needs to breathe.
- The familiar's weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.
- If the familiar forces a creature to make a saving throw, it uses your spell save DC.

Protection of the Talisman

Prerequisite: 9th level, Pact of the Talisman feature

When the wearer of your talisman makes a saving throw in which they lack proficiency, they can add a d4 to the roll.

Rebuke of the Talisman

Prerequisite: Pact of the Talisman feature

When the wearer of your talisman is hit by an attacker you can see within 30 feet of you, you can use your reaction to deal psychic damage to the attacker equal to your Charisma modifier (minimum of 1 damage) and push it up to 10 feet away from the talisman's wearer.

Pact Boon Option

3rd-level warlock feature (enhances Pact Boon)

When you choose your Pact Boon feature, the following option is available to you.

Pact of the Talisman

Your patron gives you a special amulet, a talisman that can aid you, or anyone else who wears it, when the need is great. When the wearer makes an ability check with a skill in which they lack proficiency, they can add a d4 to the roll.

If you lose the talisman, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous amulet.

The talisman turns to ash when you die.

Wizard

A wizard has access to the following feature.

Cantrip Versatility

1st-level wizard feature (enhances Spellcasting)

Whenever you gain a level in this class, you can replace one cantrip you learned from this Spellcasting feature with another cantrip from the wizard spell list.

Wizard Spells

1st-level wizard feature (enhances Spellcasting)

The following spells expand the wizard spell list.

2nd Level

Augury (divination, ritual)

Enhance ability (transmutation)

3rd Level

Speak with dead (necromancy)

4th Level

Divination (divination, ritual)

Fighting Styles

Here are new ways to use the Fighting Style feature of the fighter, paladin, and ranger.

Martial Versatility

Fighter, paladin, and ranger feature (enhances Fighting Style)

Whenever you gain a level in a class that has the Fighting Style feature, you can replace a fighting style you know with another style available to your class. This change represents a shift of focus in your martial training and practice, causing you to lose the benefits of one style and gain the benefits of another style.

Style Options

Fighter, paladin, and ranger feature (enhances Fighting Style)

When you choose a fighting style, the following styles are added to the list of options.

Blind Fighting

Being unable to see a creature doesn't impose disadvantage on your attack rolls against it, provided the creature isn't hidden from you.

Interception

When a creature you can see hits a target that is within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

Thrown Weapon Fighting

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +1 bonus to the damage roll.

Unarmed Fighting

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier. If

you strike with two free hands, the d6 becomes a d8.

When you successfully start a grapple, you can deal 1d4 bludgeoning damage to the grappled creature. Until the grapple ends, you can also deal this damage to the creature whenever you hit it with a melee attack.

UNEARTHED ARCANA

Fighter, Rogue, and Wizard

This document provides subclass options for the fighter, rogue, and wizard, as well as new spells and feats.

This Is Playtest Content

The material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by final game design and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

Martial Archetype

At 3rd level, a fighter gains the Martial Archetype feature. Here is a playtest option for that feature: the Psychic Warrior.

Psychic Warrior

Awakening to the psionic power within themselves, a Psychic Warrior is a fighter who augments their physical might with psychically infused weapon strikes, telekinetic lashes, and barriers of mental force.

As a Psychic Warrior, you might have honed your psionic abilities through your own disciplined practice, unlocked it under the tutelage of a master, or developed it at an academy dedicated to wielding the mind's power as both weapon and shield.

Psionic Armament

3rd- and 10th-level Psychic Warrior feature

You can channel your psychic power to magically augment your prowess. When you finish a long rest, choose whether to augment your defenses or your strikes. The chosen benefit lasts until you finish a long rest.

Augmented Defenses. When you or a creature you can see within 30 feet of you takes damage, you can use your reaction to roll a d10 and reduce the amount of damage taken by the number rolled. When you reach 10th level in this class, the die changes to a d12.

Augmented Strikes. Once during each of your turns when you hit a creature with a weapon attack, you can also deal 1d4 psychic damage to that target. When you reach 10th level in this class, the psychic damage increases to 1d6.

Telekinetic Hand

3rd-level Psychic Warrior feature

You learn the *mage hand* cantrip. You can cast it without components, and you can make the spectral hand invisible. Intelligence is your spellcasting ability for this spell.

Strength of Mind

7th-level Psychic Warrior feature

As a bonus action, you can telekinetically lash out at a creature you can see within 20 feet of you. The target must make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence modifier. On a failed save, the target takes force damage equal to 2d6 plus your Intelligence modifier and is telekinetically moved 15 feet directly toward or away from you (your choice). On a successful save, it takes half as much damage and isn't moved.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Telekinetic Bulwark

10th-level Psychic Warrior feature

When you take the Attack action, you can forgo one of your attacks to project a bastion of psionic power in a 10-foot radius around yourself. It lasts for 1 minute or until you're incapacitated. For the duration, you and your allies in that area gain the benefits of half cover and have advantage on Strength saving throws.

Once you use this feature, you can't do so again until you finish a long rest or until after you use your Second Wind feature.

Agonizing Strikes

15th-level Psychic Warrior feature

Your attacks can channel psychic agony. When you hit a creature with a weapon attack, you can also deal 2d10 psychic damage to that target and force it to make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence modifier. Unless the save succeeds, the target falls prone, and it suffers disadvantage on ability checks until the end of your next turn.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Psychic Dreadnaught

18th-level Psychic Warrior feature

The power of your mind suffuses your entire being, making you a nigh-unstoppable force on the battlefield. Using your reaction when you take damage, you can give yourself the following benefits for 1 minute or until you're incapacitated:

- At the start of each of your turns, you regain 10 hit points.
- Your walking speed increases by 10 feet.
- If you're prone, you can stand up by spending 5 feet of movement.

Once you activate this feature, you can't use it again until you finish a long rest.

Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. Here is a playtest option for that feature: the Soulknife.

Soulknife

A Soulknife possesses powerful psionic potential. They channel this reservoir of inner magic into tangible blades of psychic energy, striking at their victims' minds. They find easy employment as members of thieves' guilds, being particularly sought after as assassins, since

their signature psychic blades leave behind no visible wounds.

As a Soulknife, your psionic abilities might have haunted you since you were a child, only revealing their potential when your psychic knives first appeared. Or you might have sought out a reclusive order of psionic assassins and spent years learning how to manifest your deadly blades.

Psychic Blade

3rd-level Soulknife feature

As a bonus action, you can create a magical blade of shimmering psychic power from one or both of your hands. While one of your hands is manifesting a blade, you can't hold anything in that hand. You can dismiss one or both blades at any time (no action required), and they disappear if you're incapacitated.

The blade is a simple melee weapon with the finesse, light, and thrown properties. It has a normal range of 30 feet and a long range of 60 feet, and it deals 1d6 psychic damage on a hit. If you throw the blade as part of an attack, it vanishes immediately after it hits or misses its target. The blade otherwise disappears the instant it leaves your hand.

Psionic Enhancement

3rd-level Soulknife feature

You can focus your psionic power to give yourself an extraordinary ability. When you finish a long rest, you gain one of the following benefits of your choice, which lasts until you finish a long rest:

- You can communicate telepathically with any creature you can see within 30 feet of you. If a creature can speak at least one language, it can respond to you telepathically.
- Increase your walking speed by 5 feet.
- Your hit point maximum and your current hit points increase by an amount equal to your Intelligence modifier plus your rogue level.

Terrifying Blade

9th-level Soulknife feature

Your psychic blades can now stoke terror within a target: When you damage a creature with your Psychic Blade, you can force the target to make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Intelligence modifier). On a failed save, the creature is frightened of you until the start of your next turn. On a successful save, the creature isn't frightened and is immune to your Terrifying Blade for 24 hours.

Psychic Veil

13th-level Soulknife feature

You can weave a veil of psionic static to mask your physical presence. As an action, you can magically become invisible, along with anything you are wearing or carrying, for 10 minutes. This invisibility ends if you make an attack or if you force a creature to make a saving throw.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Rend Mind

17th-level Soulknife feature

You can sweep your Psychic Blade directly through a creature's mind. As an action while you have at least one Psychic Blade manifested, you can force a creature you can see within 30 feet of you to make an Intelligence saving throw (DC equal to 10 + your proficiency bonus + your Intelligence modifier). If you are hidden from the target, it has disadvantage on the save. On a failed save, the target takes 12d6 psychic damage, and it is stunned until the start of your next turn. On a successful save, the target takes half as much damage and isn't stunned. One of your Psychic Blades vanishes after using this feature.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Arcane Tradition

At 2nd level, a wizard gains the Arcane Tradition feature. Here is a playtest option for that feature: the Psionics tradition.

Psionics

Wizards study magical power in all its forms, including the magic of psionics. Those wizards who follow the tradition of Psionics hone the magical potential of their own minds. Sometimes called psionicists or mentalists, these wizards interact with the multiverse through the lens of their psionic aptitude and awareness.

Psionicists channel their magic by focusing their minds. By doing so they can transcend their physical bodies, adopting forms of pure thought, casting spells psionically to bypass the need for components, and perceiving the world with a broader range of senses.

As a member of the Psionics tradition, you might have awoken your psionic potential through the strain of your esoteric studies, or perhaps you joined a scholarly order dedicated to unlocking the magic of the mind.

Psionic Focus

2nd-level Psionics feature

You have learned to channel psionic energy through a special object: a psionic focus. You gain the object with this feature (see the "Your Psionic Focus" sidebar for how you might have acquired the item).

While your psionic focus is on your person, you gain the following benefits:

- The object is a spellcasting focus for you.
- When you roll psychic or force damage for any of your wizard spells, you can reroll any of those damage dice that rolls a 1, but you must use the new roll.

If your psionic focus is lost, you can magically recreate it by meditating for 1 hour during a short or long rest, at the end of which the focus appears in your hand.

Your Psionic Focus

Every member of the Psionics tradition has a story about how their psionic focus came into their life. Consider how you found yours and what form it takes.

The event that brought your psionic focus to you probably holds personal significance. Did your master give it to you upon the completion of your apprenticeship? Was it awarded to you when you graduated from your academy of wizardry? Did it call to you in a jeweler's shop? Was it associated with the moment when your psionic powers first manifested? One morning, did you wake up with it humming under your pillow?

The form your psionic focus takes is also yours to define, likely being a reflection of how your magic came into being, a symbol of your own psyche, or an item you use to focus your thoughts. It is a handheld object that has special meaning to you, but that can't be a weapon or magic item. Perhaps it's a childhood memento, the skull of an alien creature, a crystal that makes you feel a certain way, a coin that only lands on its edge, a fire-scarred planchette, or any other enigmatic personal relic.

However the object arrived and whatever form it takes, your psionic focus is now yours, and you decide how to handle it. Will you mount it on a wand or staff? Would you prefer to wear it on a necklace or circlet? Have you embedded it into the cover of your spellbook? Wherever you put it, you can now channel your magic through it, and it is a sign of your membership in the revered tradition of psionic wizardry.

Psionic Devotion

2nd-level Psionics feature

Your study of psionics begins to unleash your mind's potential. When you gain this feature, choose one of the following cantrips: *friends*, *mage hand*, or *message*. You learn that cantrip if you don't already know it, and it doesn't count against the number of wizard cantrips you know.

While your psionic focus is on your person, you can cast the chosen cantrip as a bonus action, requiring no components, and with the modification listed below:

Friends. When the spell ends, the target doesn't become hostile to you.

Mage Hand. You can make the hand invisible when you cast the spell, and controlling the spell is a bonus action for you.

Message. You don't need to point toward the target or whisper your message out loud.

Thought Form

6th-level Psionics feature

While you are carrying your psionic focus, you can use a bonus action to magically transform your body into pure psionic energy. The transformation lasts for 10 minutes, until you use a bonus action to assume your normal form, or until you are incapacitated or die.

While in thought form, you are a figure of luminous psychic energy, with your psionic focus hovering within. Your form can appear as anything you wish, but it is obviously magical, is the same size as you, and sheds dim light in a 5-foot-radius. Any other equipment you are wearing or carrying transforms with you and melds into your thought form. You also gain the following benefits:

Psionic Spellcasting. When you cast a spell while in thought form, you can cast the spell psionically. If you do so, the spell doesn't require verbal, somatic, or material components that lack a gold cost.

Psychic Resilience. You gain resistance to psychic damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks.

You can transform using this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Mental Discipline

10th-level Psionics feature

Your mind's power expands to greater heights. When you gain this feature, choose one of the following spells: *dominate person*, *scrying*, or *telekinesis*. You can add the spell to your spellbook, and you can cast it without components.

You can also cast the chosen spell once without expending a spell slot. After you do so, you regain the ability to cast the spell without a slot when you finish a long rest.

Empowered Psionics

10th-level Psionics feature

When you deal psychic or force damage with a wizard spell, you can add your Intelligence modifier to the damage against one of the spell's targets.

Thought Travel

14th-level Psionics feature

While using your Thought Form, you have a flying speed equal to your walking speed and can hover, and you can move through other creatures and objects as if they were difficult terrain.

You take 1d10 force damage if you end your turn inside an object. If you return to your normal form while inside an object, you are shunted to the nearest unoccupied space, and you take 1d10 force damage for every 5 feet traveled.

Psionic Spells

Spell selection is part of what defines a wizard and their individual fields of expertise. When creating your Psionics wizard, consider spells that are thematically appropriate for that tradition. Psionics as a theme generally includes spells that do the following:

- contact or manipulate minds
- allow the caster to perceive distant locations or planes
- alter perception
- move objects and creatures
- teleport
- deal psychic or force damage

Here is a list of wizard spells that fit with these themes. Spells marked with an asterisk are spells presented in this document.

Cantrips (0 Level)

friends
mage hand
message
*mind sliver**
minor illusion
true strike

1st Level

alarm (ritual)
catapult (Xanathar's Guide)
cause fear (Xanathar's Guide)
charm person
comprehend languages (ritual)
disguise self
*id insinuation**
identify (ritual)
magic missile
silent image
sleep
Tasha's hideous laughter
unseen servant (ritual)

2nd Level

blindness/deafness
blur
crown of madness
detect thoughts
hold person
invisibility
levitate
locate object
*mental barrier**
mind spike (Xanathar's Guide)
*mind thrust**
mirror image
misty step
phantasmal force
see invisibility
suggestion
*thought shield**

3rd Level

blink
catnap (Xanathar's Guide)
clairvoyance
enemies abound (Xanathar's Guide)
fear
fly
hypnotic pattern
major image
nondetection
*psionic blast**
sending
tongues

4th Level

arcane eye
charm monster (Xanathar's Guide)
confusion

dimension door
*ego whip**
greater invisibility
hallucinatory terrain
locate creature
Otiluke's resilient sphere
phantasmal killer

5th Level

Bigby's hand
contact other plane (ritual)
dominate person
dream
far step (Xanathar's Guide)
geas
hold monster
*intellect fortress**
legend lore
mislead
modify memory
Rary's telepathic bond (ritual)
screaming
seeming
skill empowerment (Xanathar's Guide)
synaptic static (Xanathar's Guide)
telekinesis
teleportation circle
wall of force

6th Level

arcane gate
Drawmij's instant summons (ritual)
eyebite
magic jar
mass suggestion
mental prison (Xanathar's Guide)
Otto's irresistible dance
programmed illusion
*psychic crush**
scatter (Xanathar's Guide)
true seeing

7th Level

etherealness
forcecage
mirage arcane
plane shift
power word pain (Xanathar's Guide)
project image
reverse gravity
sequester
teleport

8th Level

antipathy/sympathy
dominate monster
feeblemind
illusory dragon (Xanathar's Guide)
maddening darkness (Xanathar's Guide)
mind blank
power word stun
telepathy

9th Level

astral projection
foresight
imprisonment
psychic scream (Xanathar's Guide)

New Spells

New spells suitable for psionic-themed spellcasters are presented here. These spells appear on the bard, sorcerer, warlock, and wizard spell lists.

Bard, Sorcerer, Warlock, and Wizard Spells

Cantrips (0 Level)

mind sliver (enchantment)

1st Level

id insinuation (enchantment)

2nd Level

mental barrier (abjuration)
mind thrust (enchantment)
thought shield (abjuration)

3rd Level

psionic blast (evocation)

4th Level

ego whip (enchantment)

5th Level

intellect fortress (abjuration)

6th Level

psychic crush (enchantment)

Spell Descriptions

The spells are presented in alphabetical order.

Ego Whip

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

You lash the mind of one creature you can see within range, filling it with despair. The target must succeed on an Intelligence saving throw or suffer disadvantage on attack rolls, ability checks, and saving throws, and it can't cast spells. At the end of each of its turns, the target can make another Intelligence saving throw. On a success, the spell ends on the target.

Id Insinuation

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You unleash a torrent of conflicting desires in the mind of one creature you can see within range, impairing its ability to make decisions. The target must succeed on a Wisdom saving throw or be incapacitated. At the end of each of its turns, it takes 1d12 psychic damage, and it can then make another Wisdom saving throw. On a success, the spell ends on the target.

Intellect Fortress

5th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You create a faintly shimmering barrier of protective psychic power around you. For the duration, you have advantage on all saving throws.

When another creature that you can see within 30 feet of you fails a saving throw, you can use

your reaction to allow them to reroll the save. They must use the new roll.

Mental Barrier

2nd-level abjuration

Casting Time: 1 reaction, which you take when you are forced to make an Intelligence, a Wisdom, or a Charisma saving throw

Range: Self

Components: V

Duration: 1 round

You protect your mind with a wall of looping, repetitive thought. Until the start of your next turn, you have advantage on Intelligence, Wisdom, and Charisma saving throws, and you have resistance to psychic damage.

Mind Sliver

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 round

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must make an Intelligence saving throw. Unless the saving throw is successful, the target takes 1d6 psychic damage, and the first time it makes a saving throw before the end of your next turn, it must roll a d4 and subtract the number rolled from the save.

This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Mind Thrust

2nd-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 round

You propel a lance of psionic disruption into the mind of one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can use its action only to Dash or Disengage on its next turn. On a

successful save, the target takes half as much damage, and this spell doesn't limit its action options.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

Psionic Blast

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V

Duration: Instantaneous

You unleash a destructive wave of mental power in a 30-foot cone. Each creature in the area must make a Dexterity saving throw. On a failed save, a target takes 5d8 force damage, is pushed 20 feet directly away from you, and is knocked prone. On a successful save, a target takes half as much damage and isn't pushed or knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Psychic Crush

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You overload the mind of one creature you can see within range, filling its psyche with discordant emotions. The target must make an Intelligence saving throw. On a failed save, the target takes 12d6 psychic damage and is stunned for 1 minute. On a successful save, the target takes half as much damage and isn't stunned.

The stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the spell ends on the target.

Thought Shield

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You weave a clouding veil over the mind of one creature you touch. For the duration, the target's mind can't be read or detected, creatures can't telepathically communicate with the target unless the target allows it, and the target has advantage on saving throws against any effect that would determine whether it is telling the truth.

New Feats

For games that use feats, new psionics-themed feats are presented here.

Telekinetic

You learn to move things with your mind. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn the *mage hand* cantrip. You can cast it without verbal or somatic components, and you can make the spectral hand invisible.
- As a bonus action, you can try to shove one creature you can see within 5 feet of the spectral hand created by your *mage hand* spell. When you do so, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or be pushed 5 feet away from you.

Telepathic

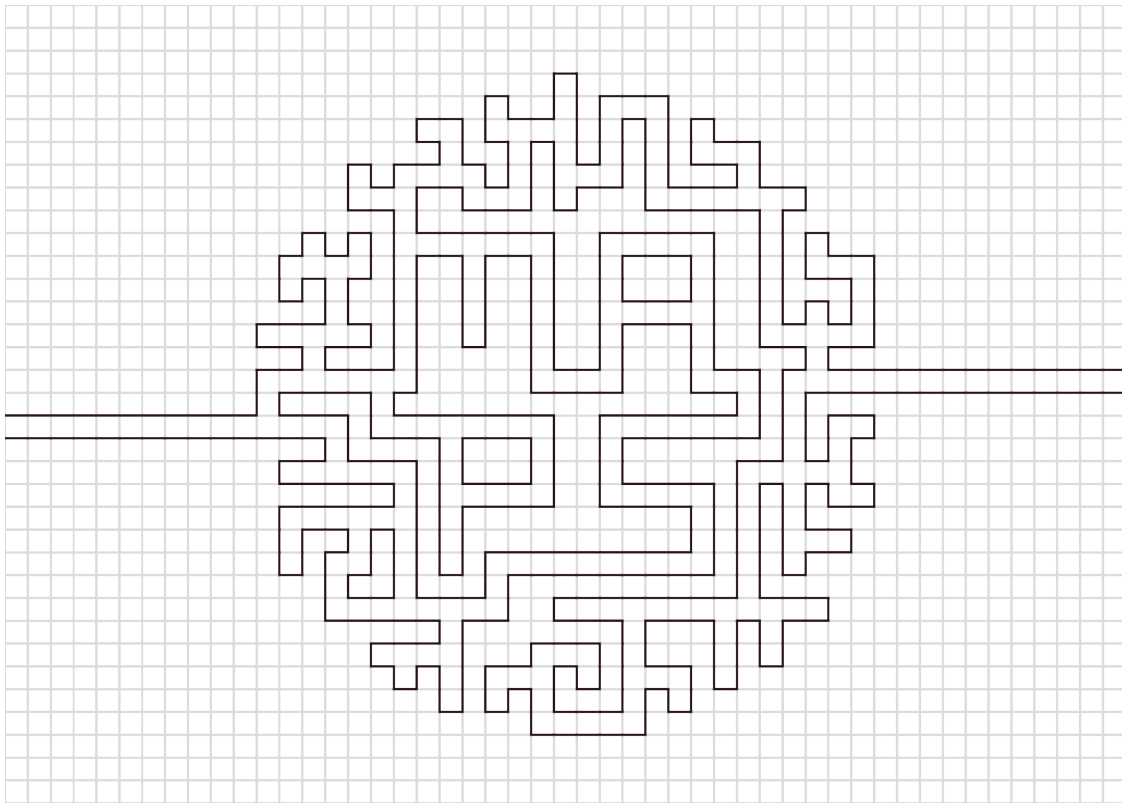
You awaken the ability to mentally connect with others. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in one skill of your choice from the following list: Deception, Insight, Intimidation, or Persuasion.

- You can communicate telepathically with any creature you can see within 30 feet of you. If it understands at least one language, it can respond to you telepathically.

Maps of the Month:Extra Life 2019, Baldur's Gate, Avernus and Eberron

Starting from a nameless village, we head into a nearby bog... and descend into the temple laboratory of the great artificer, Thessalar!



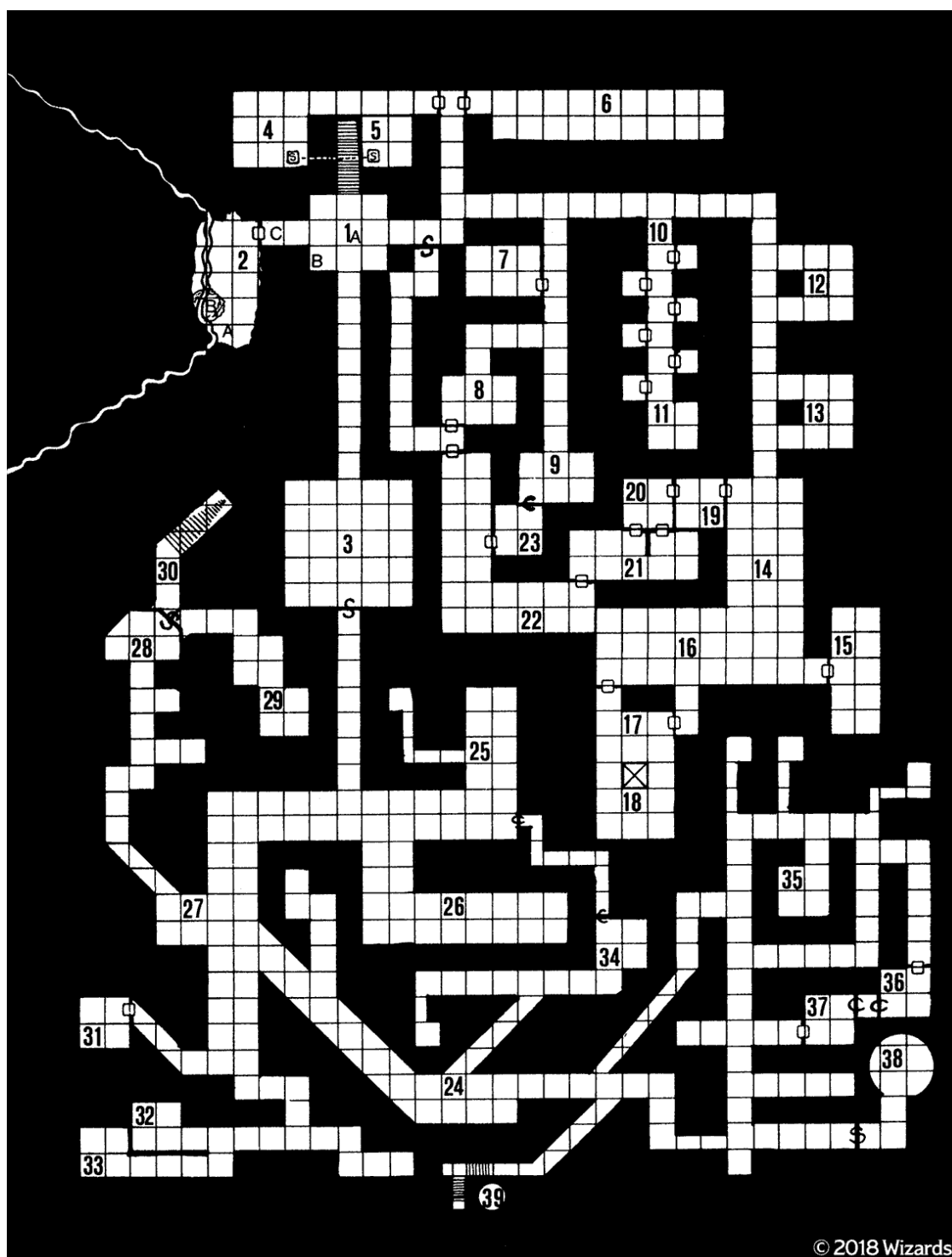
This issue we're pleased to include maps from several recent adventures: *Baldur's Gate: Descent Into Avernus*, *Eberron: Rising from the Last War*, and *Extra Life: Infernal Machine Rebuild*. Whenever possible we also look to provide you with both tagged and untagged versions of these maps!

***WARNING: THESE MAPS MAY CONTAIN SPOILERS FOR
BALDUR'S GATE: DESCENT INTO AVERNUS, EBERRON:
RISING FROM THE LAST WAR, AND EXTRA LIFE:
INFERNAL MACHINE REBUILD.***

EXTRA LIFE 2019: TEMPLE OF MOLOCH

A general bleakness hangs over this area, with only a few clumps of brush and tamarack sprouting here and there. Through this, a narrow causeway leads out to a low mound, upon which stand the outer walls of what must be the temple....

...and so begins the description of the sample dungeon in the first edition AD&D *Dungeon Master's Guide*. We talked about this very dungeon back in *Dragon*+ #21, offering it as an early tutorial for running adventures. The original map follows, with the *DMG* describing only a few of its initial rooms:



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Extra Life Update

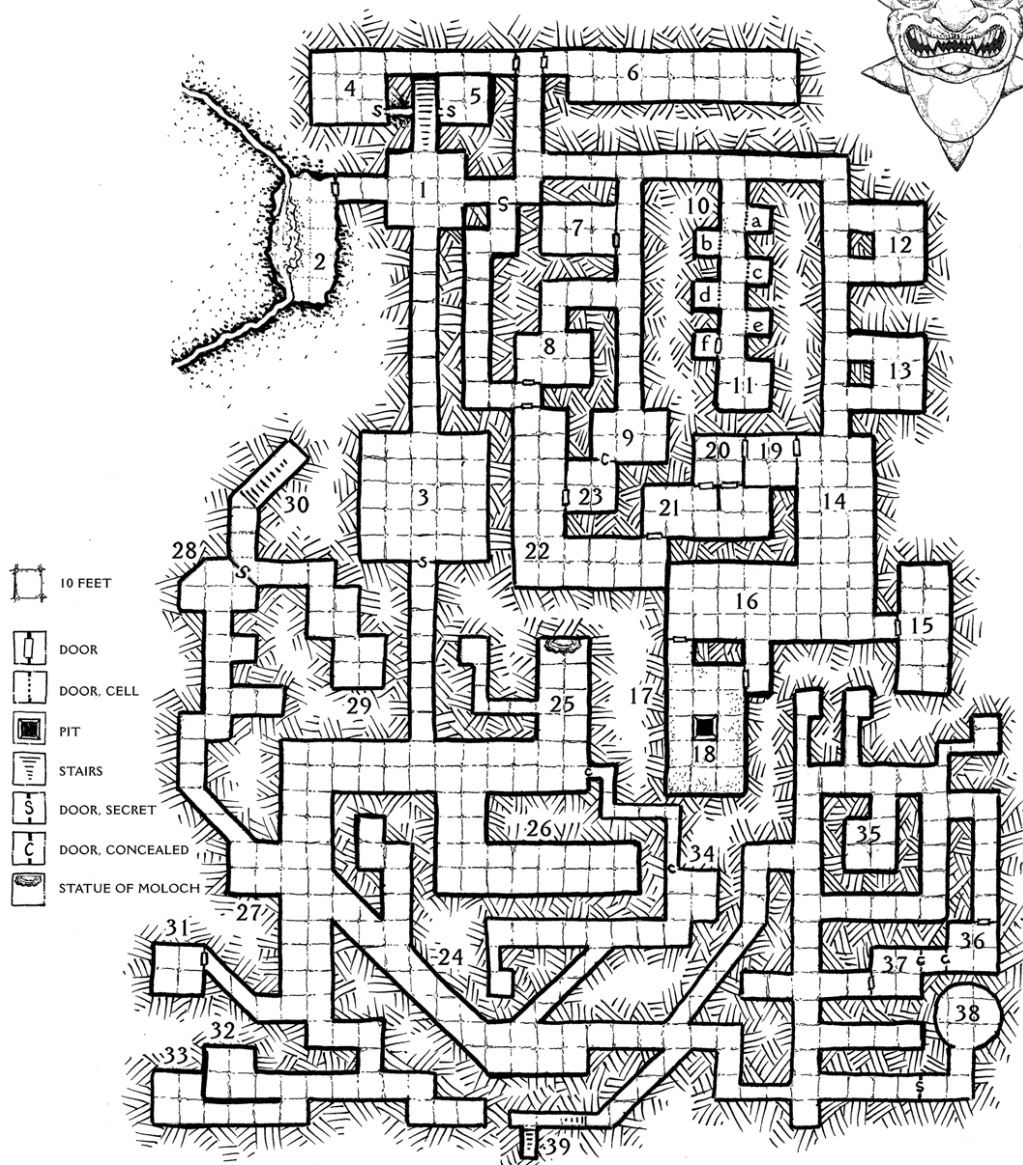
For this year's Extra Life adventure, *Infernal Machine Rebuild*, we wanted to help celebrate the game's 45th anniversary in part by going back to this sample dungeon. Only this time around we completed its room descriptions by referencing the famed first edition *Players Handbook* cover image of the Moloch statue.

You'll see the fully realized cartoon version of this dungeon map on

the following page in this very issue! As for the playable adventure version of the map, we've updated it below:

Tagged

Temple of Moloch

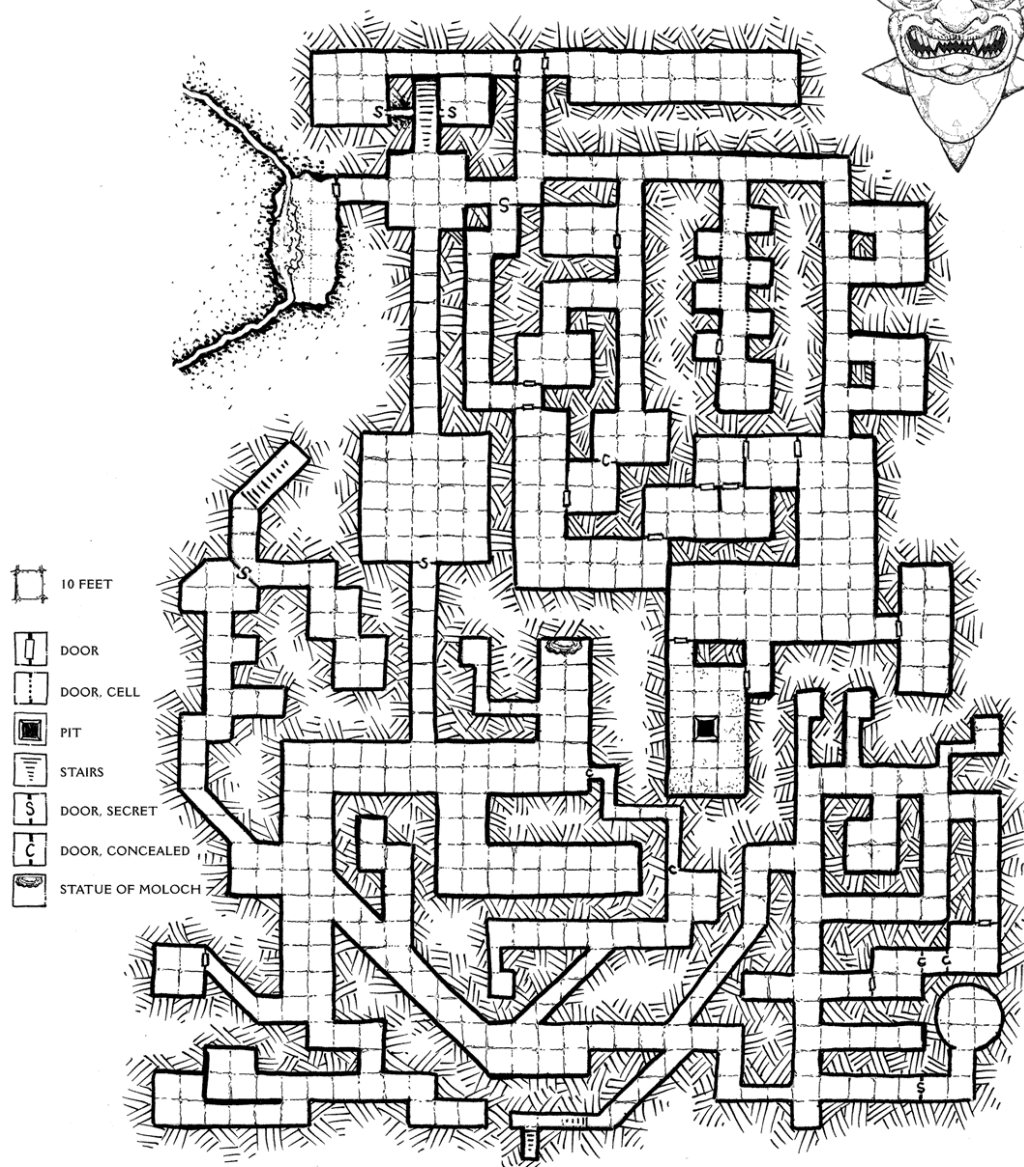


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Untagged

Temple of Moloch



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DESCENT INTO AVERNUS

Baldur's Gate: Descent into Avernus released this fall, bringing adventure down to the first layer of the Nine Hells! We now continue our tour through Avernus with a few more maps from this adventure.

Vanthampur Villa: Under the Villa

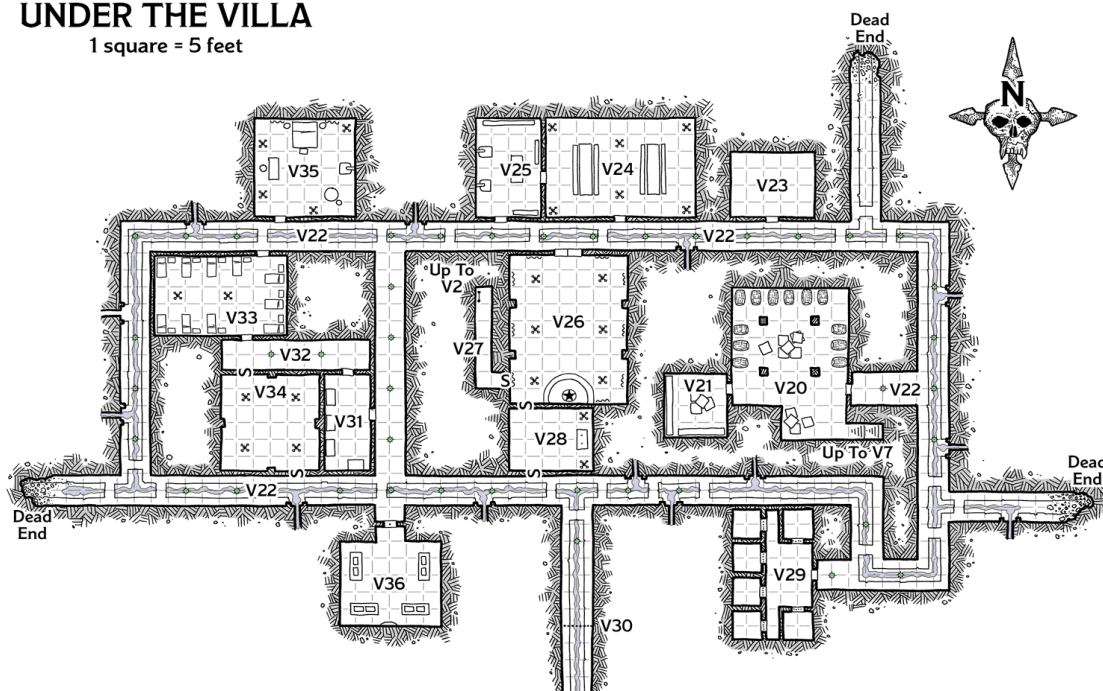
In the previous issue we visited one of Baldur Gate's finest houses—Vanthampur Villa. Yet even here among the wealthy residences of the Upper City, not everything is as innocuous as it may otherwise seem....

As noted in the adventure: “As the minister responsible for the city's sewer system, Thalamra Vanthampur cordoned off the sewers beneath her villa, creating a private dungeon complex where she could conduct religious ceremonies and harbor guests who share her devotion to the archdevil Zariel.”

Tagged

UNDER THE VILLA

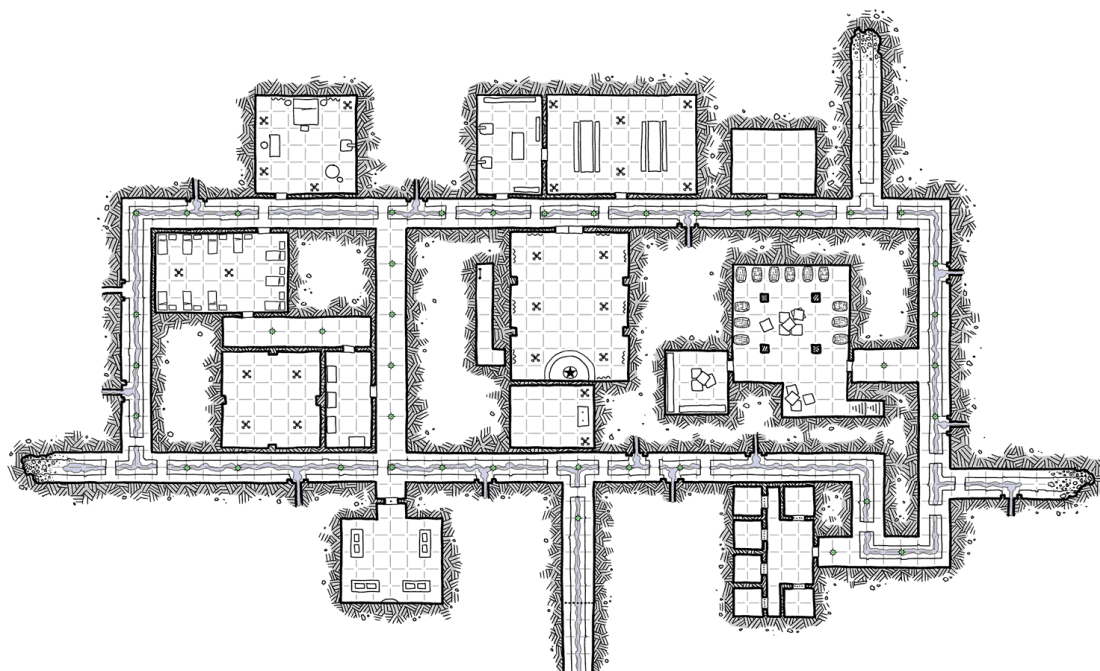
1 square = 5 feet



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Crypt of the Hellriders

From beneath a wealthy city villa, let's explore one more subterranean location, this time in Avernus itself (and thematically linked to this issue's scenario, *Kallinor's Charge*). As described:

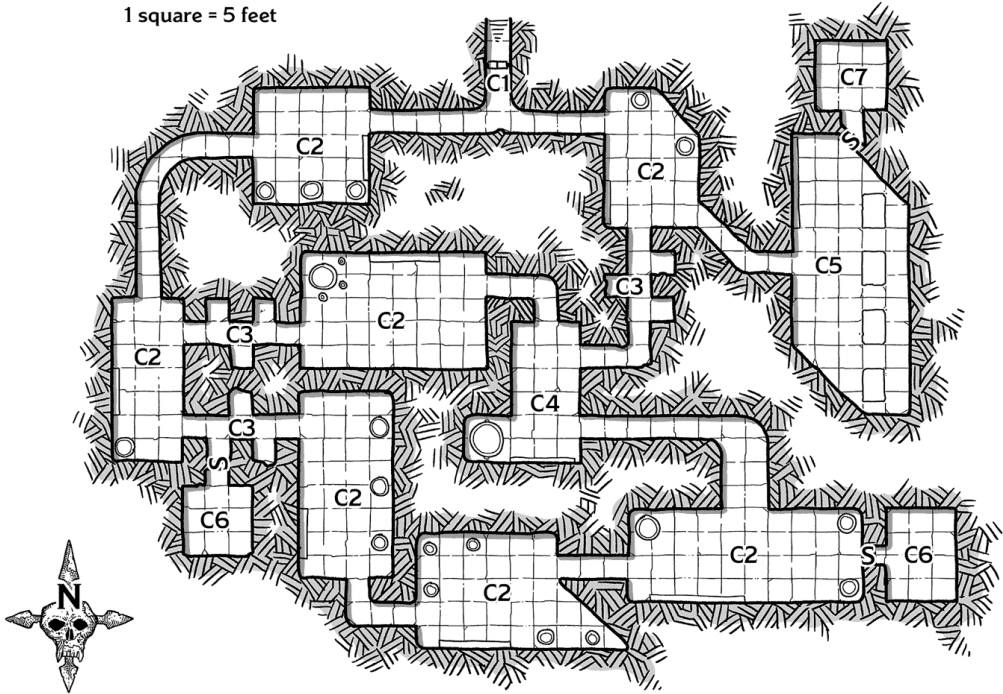
Acrid smog swirls around a barren hill, rising from which like giant tombstones are a pair of leaning monoliths, each soaring more than fifty feet into the smoky red sky. Dozens of armored knights kneel in motionless reverence before the monoliths, between which a set of onyx steps leads down under the hill.

For those that dare explore further, these onyx steps descend into catacombs containing the remains of Hellriders who died fighting at Zariel's side. Their restless spirits yearn for peace yet are doomed to haunt this place until once more called to arms.

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CRYPT OF THE HELLRIDERS

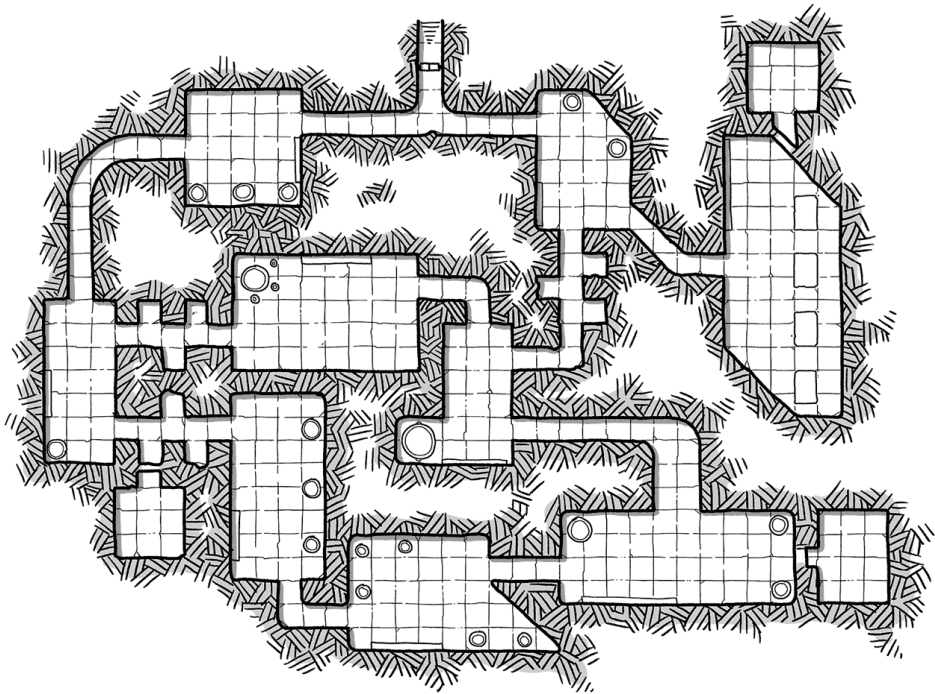
1 square = 5 feet



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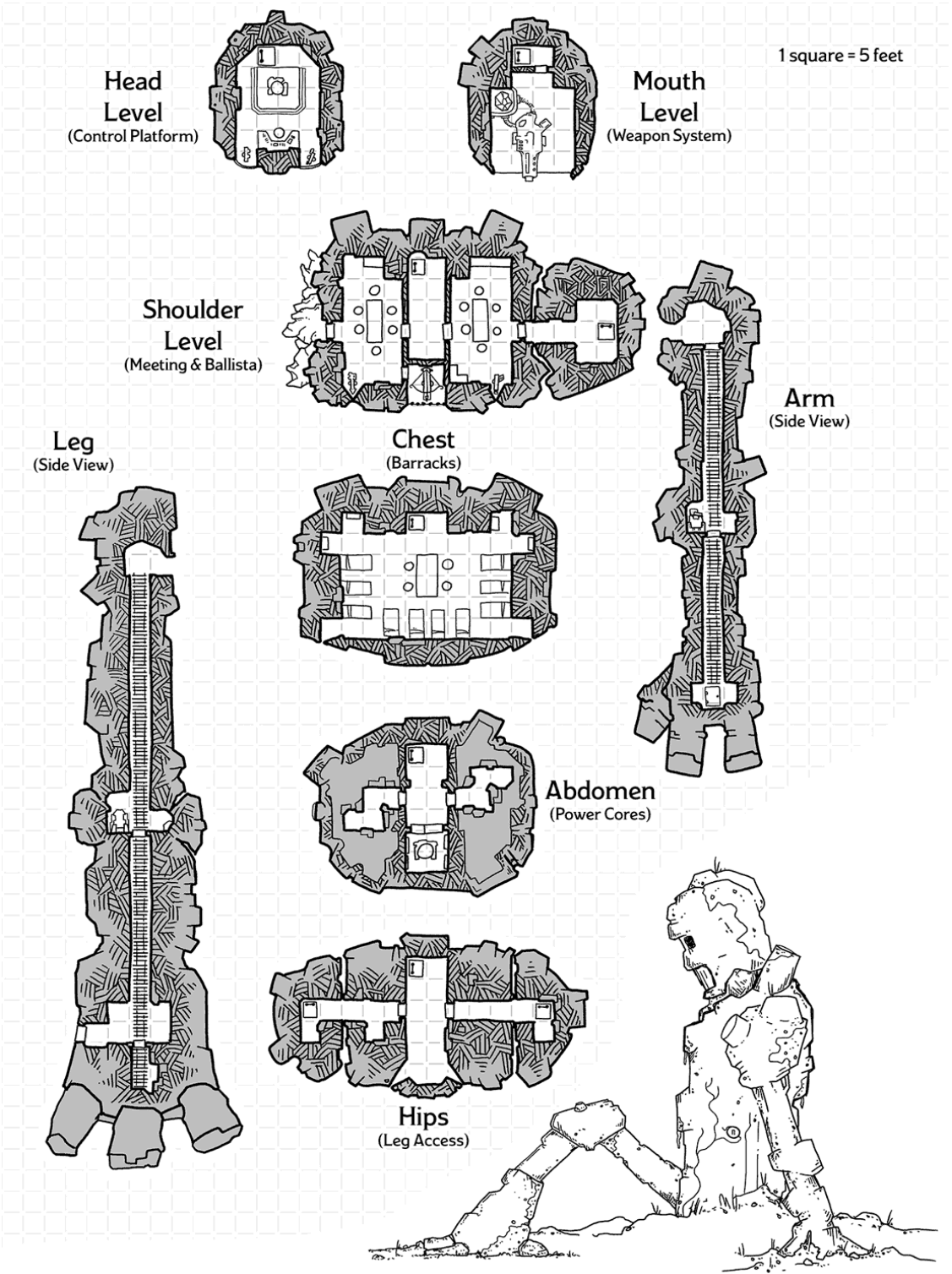
EBERRON: RISING FROM THE LAST WAR

And finally, let's dare peek inside one of the relics of the Last War lying abandoned in the Mournland: a fallen warforged colossi! As described:

Hundreds of feet tall, these gargantuan warriors thundered across Cyre, crushing everything in their path and leaving ruin in their wake. Meant to end the war decisively, these arcane war machines could pulverize soldiers beneath their feet and incinerate entire legions with beams of red light radiating from their mouths. But as the colossi were beginning to turn to the lands outside Cyre, the Mourning came, and the colossi perished. Now their remains lie, like mountains, in the Mournland, filled with secrets and waiting to be explored.



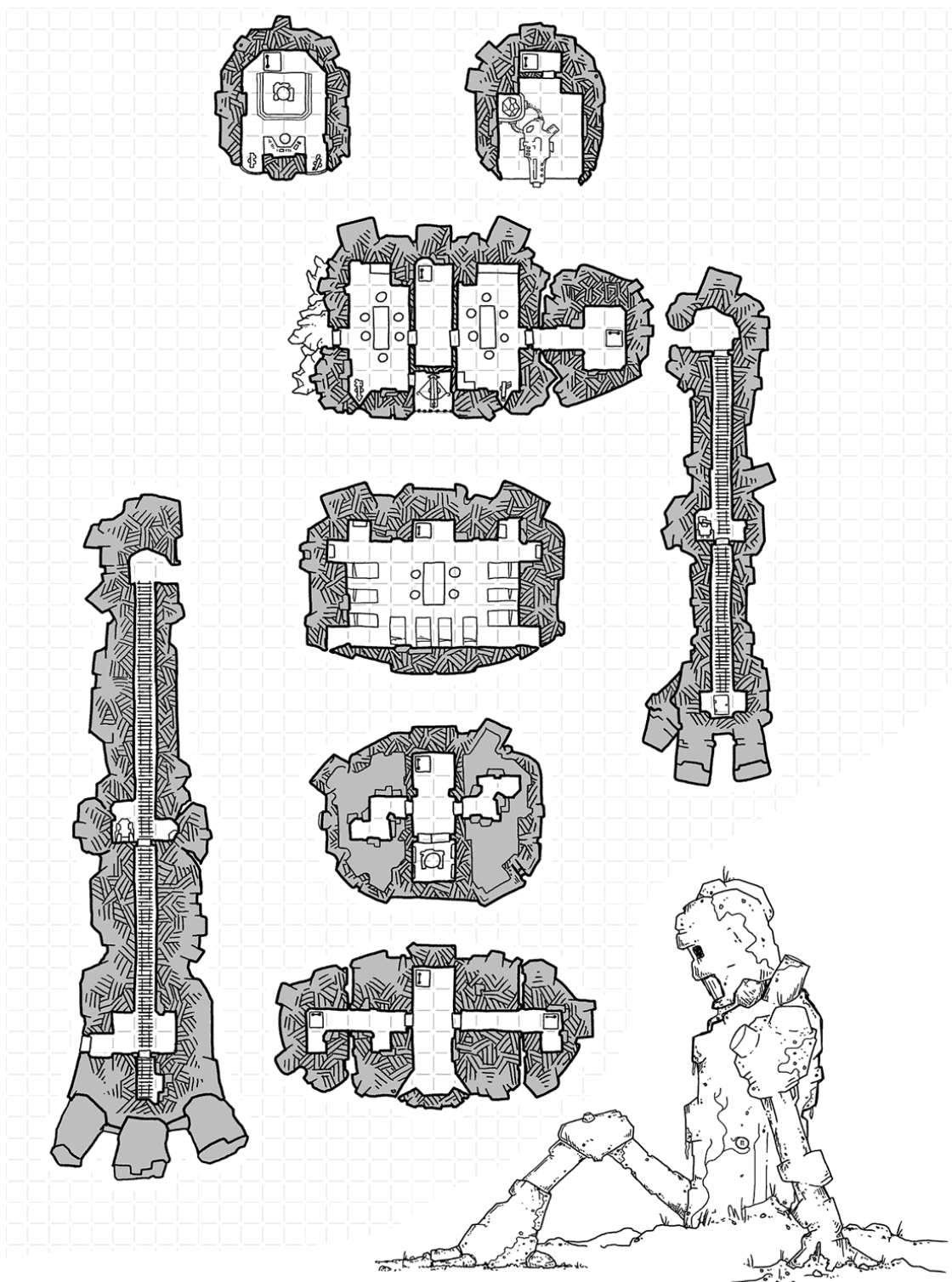
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Cartographers

And as always our appreciation goes out to our amazing cartographers; which this issue includes Dyson Logos, Lee Moyer,

Claudio Pozas, and Mike Schley.



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Comic: Jason Thompson's Temple of Moloch

Enter a dungeon populated by owls, bears, and owlbears... not to mention alchemists, evil rangers, and the terrible, tentacled thessal-kraken!

The key location for this year's Extra Life adventure, *Infernal Machine Rebuild*, was the sample dungeon that originated in the first edition *Dungeon Master's Guide* (which is itself celebrating a 40th anniversary, alongside the game's overall 45th anniversary). Contributing to the project, illustrator Jason Thompson created the following richly detailed cartoon map of the dungeon!

Descending the stairs, adventurers first encounter the temple's resident "pet"—the mutant spider, Thacko. From there, it's a dizzying exploration of rooms in service to the alchemist Thessalar and his many experiments—including creation of the world's first owlbear! Meanwhile, other sections of the dungeon house the temple area—including an appearance by the game's famed statue of Moloch and its massive (and oh so tempting) ruby eyes!



(Select to view)

(High res version [here](#))

ABOUT THE ARTIST

Comic artist, author and illustrator **Jason Thompson** currently runs a Monday night gaming group in San Francisco. His works include the Eisner-nominated *Manga: The Complete Guide*, *King of RPGs*, *H.P. Lovecraft's The Dream-Quest of Unknown Kadath*, and the tabletop game *Mangaka: The Fast & Furious Game of Drawing Comics*. His favorite things to draw are landscapes, plants, reptiles and amphibians and you can view more of his work at his [official website](#).

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Streaming Highlights

This issue's highlight reel includes the return of a celebrity DM, a newbie-friendly stream from Asmodee, and a rock god unboxing by Matthew Lillard.



D&D PRESENTS



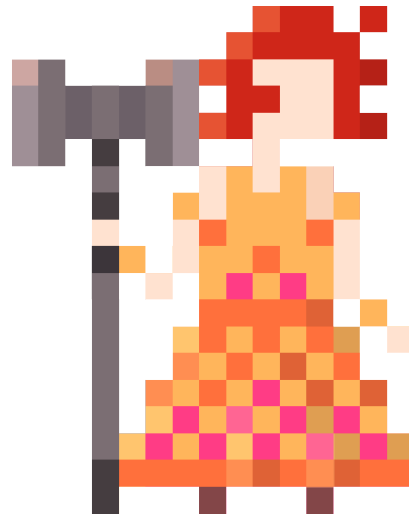
He's back! *D&D Presents* is the latest live-play D&D show from the mind of Dungeon Master **Chris Perkins** and features cast members **Mica Burton**, **Jonathan Indovino**, **Anna Prosser**, and **Nathan Sharp**.

Join their characters Setsuna, Valence, Delvenie, and Rainer as they explore the *D&D Essentials Kit* as well as upcoming Dungeons & Dragons book releases. In this grand tale the characters will grow from humble beginnings investigating rumors of a dragon in Phandalin into stalwart heroes facing down evils that threaten the entire Forgotten Realms.

D&D Presents debuts in Spring 2020 and character previews and additional content will be released in the coming weeks, so keep your eyes peeled.

OF DICE AND PEN

If you can't wait until Spring 2020 for a liveplay game that uses the *D&D Essentials Kit* as its basis, check out *Of Dice And Pen* from Asmodee. The company wanted to make an entry-level show that's as accessible and appealing to D&D newcomers as possible. Its light, newbie-friendly stream has achieved just that.



Interactive Twitch map overlays allowed the audience to co-DM alongside Anjuli and throw challenges at the players (but as the pilot series recently completed it's fourth and final episode, you'll need to wait for the next chapter before being able to enjoy that role).

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[Learn more](#)

Ever wanted to get started with Dungeons & Dragons but unsure how to go about it? Anjuli also shares her top tips for new players and gives helpful pointers as she breaks D&D down into bitesize chunks for those wanting to learn more.

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[Learn more](#)



Find more gaming content from Asmodee by following them on [YouTube](#) or [Twitch](#).

EXTRA LIFE

There were so many streaming highlights from the D&D Extra Life games at [Gamehole Con](#) 2019 but we wanted to pick our favorites from this year's charity drive. First up was D&D Creative Director [Mike Mearls](#) DMing [Alex Kammer](#), [John Kovalic](#), [Sam Sykes](#), [Elisa Teague](#), and [Monica Valentinelli](#).



(Select to watch)

A few liveplay games also maxed out their Extra Life coverage by running adventures tied to the charitable event. Co-DMs [Dustin Fletcher](#) and [Devan Henderson](#) ran the D4 party of [Katie Adkins](#), [Katie Downey](#), Patrick Logan, [Ethan Monsour](#), [Raya Watkins](#) and [Rei Berry](#) through *Infernal Machine Rebuild*.



(Select to watch)

Chris Perkins then picked up where that adventure left off in his featured game from Gamehole Con, sending players **Adam Bradford**, **Todd Kenreck**, **Chris Lindsay**, **Patrick Rothfuss**, and **Amy Vorpahl** back in time to an early version of the *Tomb of Horrors*!

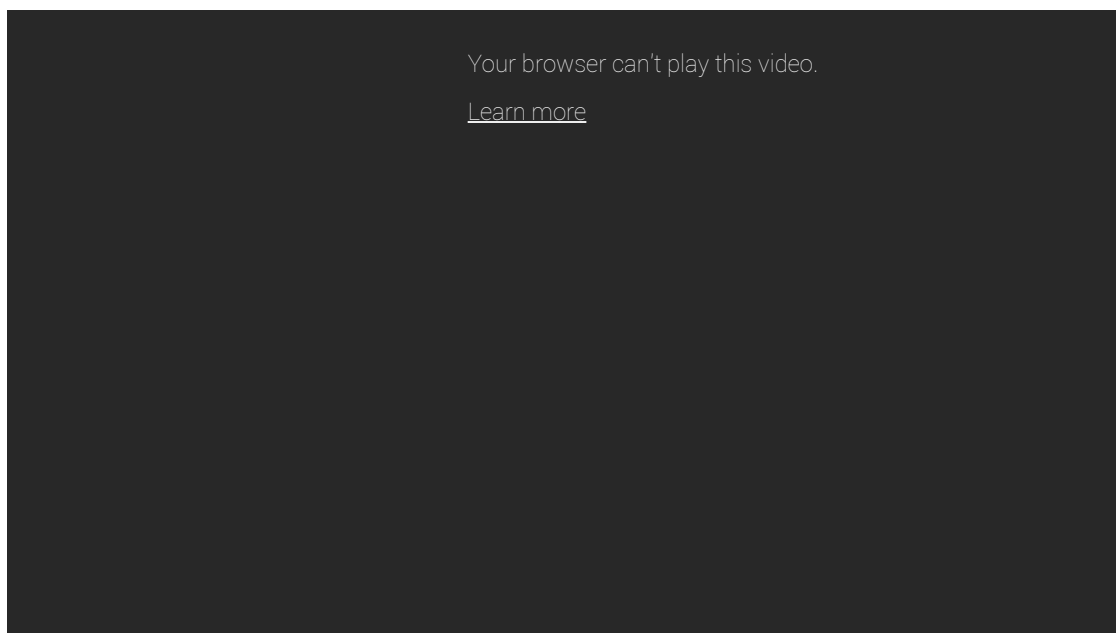


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BEADLE & GRIMM PANDEMONIUM WAREHOUSE UNBOXING

When Matthew Lillard said he needed some musical accompaniment for an unboxing video, no-one could have predicted what would happen next. Punk guitarist Freiburger brings the power cords as Lillard rocks out in the best unboxing you'll see this year, showing off the goodies inside Beadle & Grimm's *Baldur's Gate: Descent*

Into Avernus Platinum Edition.



ADVENTURERS WANTED: UNDERGODS

The latest campaign from UK-based roleplayers *Adventurers Wanted* takes to the stage in London, England every month with Chloe Mashiter as DM. Having been a co-DM at Edinburgh's famous Fringe Festival that shouldn't be too much of a challenge but she admits preparing for the game has been a little scary.

"It's terrifying because I like to homebrew and make things from scratch. Whether that's whole worlds or individual powers it's been a lot to take on. My home games are often quite improv-heavy with a lot of rules-as-fun, so I've had to brush up on a lot on the mechanics and the rules side of things for the live shows. And the juggling act of trying to make individual shows that feel worthwhile but are also part of a wider story makes things more difficult," she explains.

And there's been plenty to homebrew in *Undergods*. Each player is descended from a different deity which has gifted them certain powers. "Their base powers were built around players choosing the kinds of things they'd like. I then figured out mechanically how that would work and built a pantheon around those suggestions. As they level up those powers will develop and change," she reveals.

“Sometimes the deity comes first: **Hannah [Raymond-Cox]** wanted to be a descendent of an Apollo-style god of beauty, truth and life; so I created a god called Skalla and relevant powers. Sometimes the power comes first: **David [Alwyn]** is playing a retired father who looks after his daughter while his partner’s away, and asked for something related to compassion. His character’s power allows him to touch two people and have them swap their point of view and understand exactly how the other party is feeling—something I’ve called *channel empathy*. But he can’t do it on himself, he was very specific about that. That means his partner and their daughter understand each other really well but he doesn’t understand either of them in the same way!”

Two sessions in and the action is already heating up: “Next session we’re actually going to start meeting some of the gods the characters are descended from. Having just interrupted a ritual they’re also about to discover the big thing they have to try and put a stop to in this campaign.”

Your browser can't play this video.

[Learn more](#)

Adventurers Wanted runs its monthly D&D game live on stage at London’s **Rosemary Branch Theatre** in the UK and streams the live recording on **Twitch**. You can find details of upcoming performances on the **official website**, watch previous shows on **YouTube** and sponsor them via **Patreon** to claim exclusive rewards. Chloe Mashiter contributed a one-shot adventure to *Uncaged: Volume III*, which is **available on the DMs Guild**.



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Next Issue: Dragon+ 30

Fiendish etchings, hidden gold, and D&D in cool places when Dragon+ returns in 2020!



Things are starting to become clear for the next issue of *Dragon+*. We guess that's what happens when you have a **2020 vision**. Ba dum tss!

We'll actually be looking at the world through Max Dunbar's eyes when we return next year. Our Issue 30 cover star has been redrawing the retro monsters from the *Fiend Folio* and word on the street is they're black and white and "kinda goofy"—we can't wait!

We'll also be rolling a Persuasion check to convince Kate Welch to reveal all about her latest project (and while we're at it get her to put a pin in a map of the coolest place she's ever played D&D, something we'll be asking everyone connected to the game to reveal).

We'll take a peek inside Beadle & Grimm's *Eberron: Rising from the Last War* Gold Set, meet a very special dragon with a few years on the clock, and preview the Waterdeep-based adventures of D&D *Dice Masters*.

There's all this, plus more exclusive previews, another delve into the imposing *Dragon* archive, all our regulars such as the best streaming highlights, and much, *much* more!

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It's the holiday season! And so we wish you a
very happy holidays filled with dungeons,
dragons, dogs, modrons, and so much more!

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